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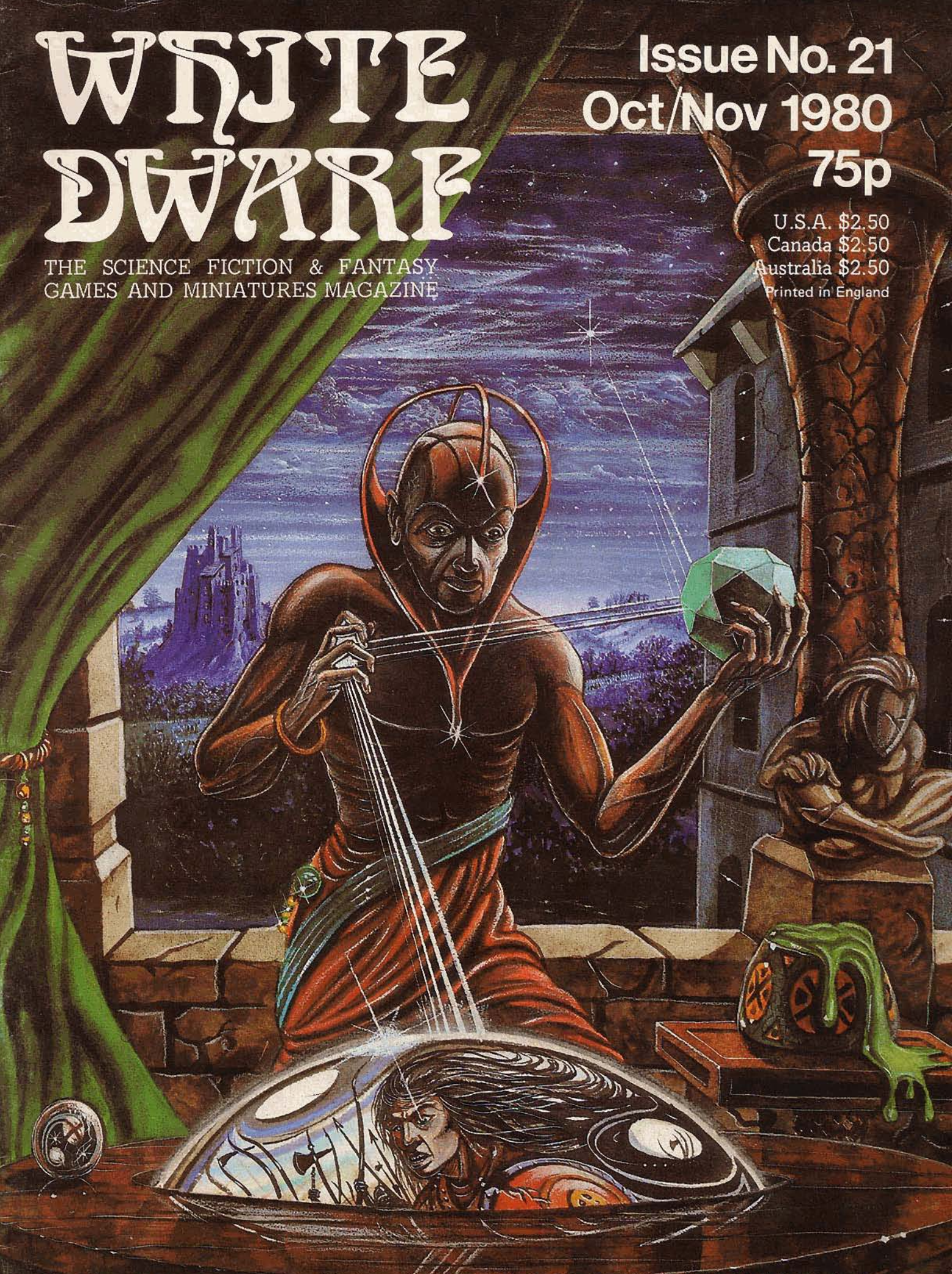

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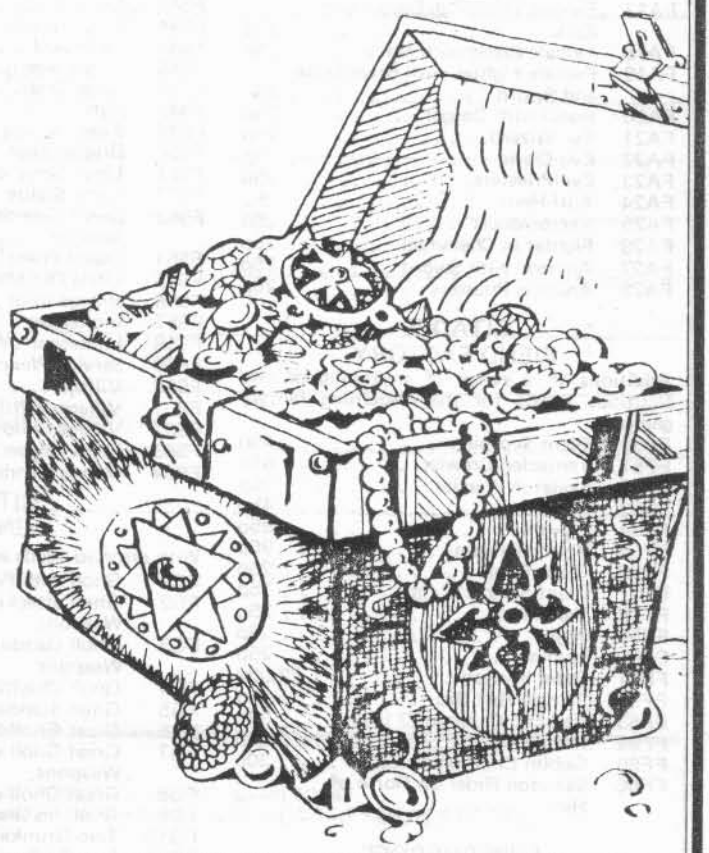

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WHITE DWARF

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One of the more important features of any fantasy role-playing game is its magic system. Arguments have raged as to which system is best, and as there is no *real* way of testing the fallibility of each system, the arguments will continue. Not wishing to sit on the fence, I personally believe the *Vancian/D&D* system (although credit is due for it being the first) is now a little outdated compared with, for example, the power point system of *Runequest.* It seems to me more logical for a magic user to use whichever spell he wishes to use, two or three times if he has to as long as his energy holds out, rather than using, say, his *sleep* spell and immediately forgetting how he cast it. I would be interested to know how many readers use power point magic systems in *D&D.*

Ian Livingstone

Editorial Footnote
I am sure readers are well aware of the names of editors and popular contributors to this and other magazines. But I wonder just how many of you are aware of the names of the people whose fine efforts help put this magazine together — the typesetters, paste-up artists and production artists. Their names are listed above together with the writers, but probably nobody will notice that one is missing from last issue. Robert Owens, our production artist, was killed recently in a road accident whilst on holiday in France.

Robert gave both energy and ideas to help make *White Dwarf* what it is today, and also had the knack of keeping us sane with his perceptive humour during deadline pressures. He will be greatly missed, and I would like to dedicate this issue to him.

FEATURES

8 **Lore of the Land** — *Andrew Finch*
Thomas Covenant applications to D&D

15 **Survival!** — *Bob McWilliams*
Science Fiction Mini-Boardgame

28 **Tomb of the Maharaja** — *S. Hartley*
Complete AD&D Mini-Module

DEPARTMENTS

10 **Character Conjuring**
12 **Open Box**
14 **Letters**
21 **Treasure Chest**
22 **Fiend Factory**
25 **News**
25 **Clubs, Help! and Classifieds**
26 **Starbase**

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LORE OF THE LAND

by Andrew Finch

The *Chronicle of Thomas Covenant, Unbeliever* will doubtless be known to many readers. Several facets of the story lend themselves well to *D&D*, there are (in addition to the beasts covered in *White Dwarf 16*) several new character classes, artifacts, and spells. Some of you, on reading the books, may not agree with my suggestions – feel free to change whatever you want.

NEW CHARACTER CLASSES

LORE LORDS

Lords of Lore are combination Magic User/Clerics, invariably of Lawful Good alignment. Only human or half-elven characters may become Lore Lords. The prime requisites are Intelligence and Wisdom, both of which must be 15+; all other characteristics must be at least 9.

The Lore Lord combines the spell-using abilities of Clerics and Magic Users, having the spell progression with level of a Magic User, but able to choose from either Clerical or Magic User spell lists, and regaining all spells as if he were a Cleric regaining Clerical spells. Lore Lords may use only those weapons usable by Magic Users, they may also use Clerical devices, and Artifacts appropriate to Clerics, Rhadamaerl or Lillianrill. A Lore Lord will never use a shield, and is limited to studded leather armour at best.

If more than one Lore Lord is present in a party or area, the most experienced one (who must be above tenth level) is referred to as the High Lord. In the case of a tie for experience, the Lord with the highest combined Intelligence and Wisdom receives this title.

Lore Lords have the following special abilities:

1. Two or more Lords can converse *telepathically* at any level of experience. They are also able to screen their thoughts from other people using *ESP* against them. They will also detect *ESP* attempts against them automatically, and can block thoughts if they wish.

2. Lords can combine their experience levels when spell casting. However only spells known to the spell caster can be used. All Lords involved in the blending of minds must be uninvolved in any other activity. If they are forced to break the blending then the spell will fail 100% of the time, less 2% per level of the highest level Lord casting. Should it then succeed, it will however have the effect of all the Lords involved in the attempt. The blending also effects the duration of spell effect, and the uninvolvement must continue as long as spell has to remain in effect, or it ceases. Delayed action spells will operate as if all Lords are involved if they are initially cast successfully.

3. In melee combat the presence of each Lord increases the fighting level of characters in the party, as long as the Lords are not involved in combat. The effect is one level per normal Lord, and two levels for the High Lord. Should the Lords become involved in fighting themselves this effect ceases, except in case of High Lord, who adds one level to all present (including other Lords).

4. Saving throws are affected also by the presence of Lords. These are treated as follows:
If a High Lord is present, this character must save first. If the High Lord saves, then Lords save at +1, others at +2. This bonus becomes a penalty if the High Lord fails to save.
Next Lords save. If they are successful, they add 1 to the saving throw of all other characters, per Lord present. Each Lord who failed to save causes a –1 penalty.

5. Lords use the Magic User or Cleric tables for saving throw, taking the best result. Combat tables for clerics are used by them.

Experience Points	Level	8-sided Dice for Accumulated Hit Points
0 - 4,000	1	2
4,001 - 8,000	2	3
8,001 - 12,000	3	3 + 4
12,001 - 24,000	4	4
24,001 - 48,000	5	5
48,001 - 72,000	6	6
72,001 - 120,000	7	7
120,001 - 150,000	8	8
150,001 - 300,000	9	9
300,001 - 450,000	10	9 + 2
450,001 - 900,000	11	9 + 4
900,001 - 1,200,000	12	9 + 6
1,200,001 - 1,650,000	13	9 + 8
plus 450,000 per level thereafter.		+2 Hit Points per level thereafter.

RHADAMAERL

These are Magic Users specialising in the Lore of Stone. They must have a minimum of 15 in Strength and Wisdom; alignment must be Lawful Neutral, Neutral, or Lawful Good. Rhadamaerl may only use those weapons usable by Clerics and magical items usable by clerics; their armour is limited to studded leather and a shield. Humans, dwarves and gnomes may become Rhadamaerl. A Rhadamaerl has the following innate abilities:

1: He can call forth fire from natural stone (not polymorphed stone or enchanted stone items) which will last for one melee round, plus one melee round per level. The fire has a surface area of 10 sq. feet per level, and does 1 dice damage per level to a victim in the fire, using the victim's type of Hit Dice. This fire can be called forth three times per day.

2: He can use any one Magic User or Clerical spell once per level per day which involves stone (polymorph, petrification, stone shape etc.). He can use as many different spells as he has experience levels. 2nd level spells cannot be taken until a first level spell has been selected, etc.

3: In cases of extreme stress a Rhadamaerl can exert supernatural force against rock, and can tear it apart with his bare hands. In such cases the fire effects of (1) are doubled in all aspects. The character must rest for 2 hours without any exertion following such events, and cannot fight, or cast spells in this period.

4: In combat against stone related creatures, enchanted statues, etc., the Rhadamaerl gets a +2 hit bonus, and does double damage. If a natural 20 is rolled, then this counts as *triple* damage.

Artifacts:
The Rhadamaerl artifact is *Orcrest,* a piece of original living rock. If held in the hand by a Rhadamerl or Lore Lord it will cause *light* in a circle of radius 10′ per level of experience of the caster. It is very rare and endowed with a certain magical property. A Rhadamaerl *only* can add +1 to his saving throw if he has a piece of this stone in his possession. At he beginning there is a 10% chance that a new Rhadamaerl character will be presented with a piece of *Orcrest.* NPCs will have part of this stone 5% of the time.

Experience Points	Level	10-sided Dice for Accumulated Hit Points
0 - 1,650	1	1
1,651 - 3,300	2	2
3,301 - 6,600	3	3
6,601 - 14,300	4	4
14,300 - 30,250	5	5
30,251 - 60,500	6	6
60,501 - 121,000	7	7
121,001 - 247,500	8	8
247,501 - 495,000	9	9
495,001 - 742,500	10	9 + 2
742,501 - 990,000	11	9 + 4

thereafter 247,500 points and 2 HP per level.

HIREBRAND or LILLIANRILL
These are Magic Users specialising in the Lore of Wood. They must have a minimum of 15 in both Intelligence and Wisdom, and are invariably of Good alignment, though never Chaotic. Their armour and weapons are limited to those allowed *D&D* Druids. Humans, elves or half-elves are eligible for this class.

Innate Abilities:

1: The Lillianrill can converse naturally with living things, plants, creatures etc.

2: He can use any spell involving Nature Control (mostly Druid spells) once per day. These are allowed at 1 spell per level of experience. Second level spells cannot be used until a first level spell has been taken, etc.

Artifacts:
The Lillianrill Artifact is a piece of so-called High Wood, cut from the One Tree. This is called *Lomillialor,* and has the following properties:
- In the hands of a Lillianrill or a Lord, it can be caused to "burn" shedding light over a circular area of 10′ per level. (The wood is not consumed by the fire).
- It can also be used as a test of Alignment for Good or Evil. The Wood is cast at the person being tested and if Evil he will not be able to hold it, as it will slip from his grasp, no matter how tightly he holds it.
- High Wood in the possession of a Lillianrill will add +1 to all his saving throws.
- Powdered High Wood added to food will restore 1d4 Hit Points per character once only per meal. It will also remove exhaustion from a party which has suffered from extensive combat etc.

Experience Points	Level	6-sided Dice for Accumulated Hit Points
0 - 2,000	1	1
2,001 - 4,000	2	2
4,001 - 7,500	3	3
7,501 - 12,500	4	4
12,501 - 20,000	5	5
20,001 - 35,000	6	6
35,001 - 60,000	7	7
60,001 - 90,000	8	8
90,001 - 125,000	9	9
125,001 - 200,000	10	9 + 2
200,001 - 300,000	11	9 + 4

100,000 per level and 2 HP per level thereafter.

BLOODGUARD
Bloodguard characters must have 16+ Strength and Dexterity and 13+ Intelligence. At least two Bloodguards of second level will accompany any Lore Lord as his bodyguards, being fanatically loyal and prepared to fight to the death to protect him.

They are not permitted any armour (optionally leather only) and carry no weapons. They attack using open-hand techniques. Damage is 1d8, +1 point per level vs non-metal-armoured opponents. Against metal armour they do 1d6, +1 point per level. Note that Strength bonuses apply as well.

Experience Points	Level	10-sided Dice for Accumulated Hit Points	Attacks per Melee Round
0 - 2,200	1	1 + 1	1
2,201 - 4,400	2	2 + 2	3/2
4,401 - 8,800	3	3 + 3	3/2
8,801 - 19,800	4	4 + 4	3/2
19,801 - 38,500	5	5 + 5	3/2
38,501 - 77,000	6	6 + 6	2
77,001 - 137,500	7	7 + 7	2
137,501 - 275,000	8	8 + 8	2
275,001 - 550,000	9	9 + 9	2
550,001 - 825,000	10	9 + 13	2
825,001 - 1,100,00	11	9 + 17	5/2

thereafter 275,000 and +4 Hit Points per level.

There are a few new or modified spells available to Lords, Rhadamaerl, or Lillianrill. The first can be used by any of these three. The second and third by Lords only.

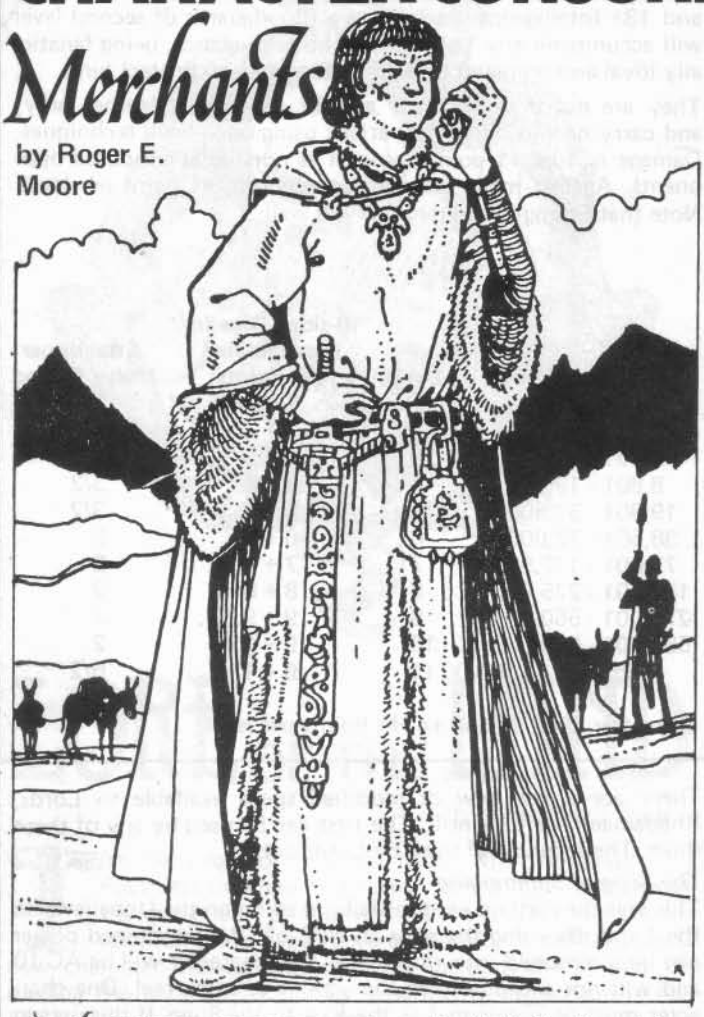
The Song of Summoning
This was the method used initially to summon the Unbeliever to the Land. By using the *song* an NPC of DM determined power can be *summoned* into the Game. This character will be AC 10 and will not accept any of the actions as being real. One character must be nominated as the Key to the Song. If this person is killed, then the summoned being will return to his own plane of existence. His actions while present will be for the good of the party in the long run. Following an initial summons the same character will always be *summoned* when the *song* is sung, unless a score of 91–100 is rolled on % dice. In this case a different person will be *summoned*, who will believe in what he sees. After this any further *summons* will bring the original Unbeliever. The two *summoned* beings will not co-operate willingly.

Words of Power
These are both used along the lines of the *glyph of warding* spell in *AD&D* but appear as a faint tracery of lines round an object etc. Lords of Lore are able to dispel the *word* with their staffs, if their combined levels exceed that of the caster.
A Word of Warning will act as a form of alarm system, with optional blocking of this entrance if touched. It operates in all forms as does a *glyph of warding.*
A Word of Forbidding is a more powerful version of the previous word. It may only be cast by Lords of Lore, from any level. It will do 1 dice damage, of the victims dice type, per level of experience of Lord(s) casting the spell. It can be used with great effect as it will do damage to every creature caught in its area of effect. Casting time is 1 melee round per 10′ of *Word* cast. The *Word* can be cast into a valley, along the floor or ceiling of a passage, etc. It can have a trigger placed at any point along its length. This trigger will usually be placed at the furthest point from the victims path of approach, in order that damage be most effective. Delayed triggers are also permitted, but these require a further full game turn to cast upon the trigger object or point. A proximity fuse trigger is also permitted but will require game turns 2 on the trigger.
For a Lord's *Word* no material component is required, but each Lord involved must have a staff to trace the word. Any number of Lords may be involved in the tracing. Mind blending is permitted while tracing the *Word.*

CHARACTER CONJURING

Merchants

by Roger E. Moore



Merchants are persons who make their livelihood from trade and commerce. They place a high value on communicating with opponents, using their wiles and charisma to win potential enemies over into a neutral or friendly status. Skill in combat is de-emphasized and is not nearly as high in quality as for fighting men, though merchants can still defend themselves ably (and often need to). Their verbal powers have some spell-like qualities and are frequently used to talk other beings out of their valuables in exchange for what the merchant has to offer. What the merchant wants to trade may, of course be of considerably less value than what he or she wants in exchange.

Humans, half-elves, dwarves, gnomes, elves, and halflings may become merchants. Dwarves cannot achieve a level higher than 6th (Bargainer) due to the lower charisma dwarves have relative to other races, and none but a human can achieve a level higher than 9th (Merchant) due to the lack of a strong profit motive and various prejudices against dealing with certain other races (limiting their flexibility). Humans have unlimited advancement as merchants. Half-orcs, half-ogres, and the like have low intelligence and charisma, and are less interested in talking and trading than in fighting and taking; they may never be merchants.

Merchants may be of any neutral alignment, such as neutral good/evil, lawful/chaotic neutral, or true neutral. An intelligence of 11 or more and a charisma of 11 or higher are required, and merchants with scores of 16 or greater in these two categories may gain an added 10% to earned experience points.

A variety of special abilities and powers is available to merchant-class characters:

1. Merchants gain a +5% bonus on reaction from any intelligent creatures confronting them whenever the merchants attempt to parley. This is because of the general appearance and style of talking of the merchant, and the lack of missile weapons and shield. The merchant must not have a weapon drawn, but may keep one hand near an available weapon if needed quickly. This reaction bonus is in addition to any other bonuses for charisma, alignment, racial preference, etc.

2. When purchasing standard non-magical items on the open market (and in certain cases, at the referee's option, magical items) a merchant may bargain with the selling agent and buy the items at a discount of 10% to 40%, plus 3% per level of the merchant above 1st level (Street-monger). The referee may adjust this percentage up or down as the situation requires (cordwood might be bought at large discounts, but not so diamonds). This power does not work against other player characters.

3. Merchants acquire a large repertoire of languages in their travels and dealings with other races and creatures. If the merchant's intelligence is high enough to allow knowledge of additional languages beyond those tongues known because of the merchant's race, then he or she is allowed to start the game with the extra languages already known. For example, a halfling with an intelligence of 18 may choose two additional languages before starting the game as a merchant character, in addition to the usual halfling tongues (like gnomish, elvish, dwarven, etc.) As a merchant progresses in levels, more languages may be learned, as shown on the Merchant Abilities Table. The character is allowed to pick which languages are to be received, but only if the languages could conceivably be learned in the areas the merchant travels through. The Dungeon Master should use discretion in this matter, and may declare some languages as unknowable in the current campaign. Alignment tongues, Druid's Cant, and Thieves' Cant may not be learned in any case by a merchant character.

4. Merchants gain familiarity with opening locks in the course of their business, and from the third level on they may pick locks as a thief two levels below them. Racial and dexterity bonuses are applicable.

5. Merchants are able to appraise items as to their possible sale value and as they increase in experience merchants gain more exact knowledge of an item's worth. A merchant may evaluate gems, jewels, furniture, tapestries, and various other items found in the treasure hoards of a monster for resale later (possibly even the otherwise worthless personal possessions of the monster, which might be sold as souvenirs). Unless the exact nature of a magical item is known, a merchant will only be able to give the value the item would have if it were the least valuable item of its type. For example, a merchant is trying to evaluate a magical sword. If he isn't aware that it is a *+3 sword,* he will estimate its value as a *+1 sword* with no special powers; a magic *wand* would be evaluated as if it was the least valuable sort, and so on. The merchant does, of course, have the option to sell the item at a much higher price than what he estimates its value at. Appraisal powers may also be used to find out if the merchant is being cheated himself on a deal, by checking the value of the goods he is receiving. Cursed magic items are never recognised as such.

6. The smooth talk of the merchant may sometimes carry magical power. The Merchant Abilities Table shows the percentage chance a merchant has of casting a *suggestion* spell when speaking with an opponent. Only one person or creature will be affected by this spell; merchants are able to locate a leader-figure in any group confronting them with 90% accuracy (+1% per point of intelligence over 10), and will nearly always direct the *suggestion* to the person in charge. For every two points of intelligence the merchant has above the intelligence of the being receiving the *suggestion,* the opponent receives a -1 to its saving throw against the spell. If the opponent is more intelligent than the merchant, it receives a +1 on its saving throw for every two points of intelligence over the merchant's intelligence that the opponent has. No material components are required for this spell; for additional notes on range, duration (substituting merchant level for magic-user level), and effects, see the spell description in the *Player's Handbook*. One *suggestion* may be made per day per level of the merchant. Note that if a creature saves against a *suggestion,* only one more attempt may be made to *suggest* something to that same creature on that particular day, and the creature will gain a +2 bonus

against the second *suggestion* when making its saving throw. If the merchant does not know a language that the opponent also knows, and verbal communication is not possible, then a *suggestion* will not work.

7. If one or more opponents are attacking the merchant's party, the merchant may utter a *command* that will be heard by all creatures in a 60' radius for them to cease fighting. All creatures who can hear this *command,* whether they are associated with the merchant's party or not will stop fighting for 1–3 rounds. The merchant may use this time to make a *suggestion* to the opponents or attempt to parley. If anyone makes a hostile gesture during this time, the effect will not be broken, but an outright attack (possibly made by persons not in hearing range of the merchant's *command)* will instantly end the truce. There is no save against this spell, unless a creature has some form of magic resistance such as demons, devils, and the like have. One *command* of this sort may be made per day, per level of the merchant casting the spell. No other action may be *commanded* except ceasing combat. As with *suggestions,* the *command* must be given in a language that all within hearing will understand, or else those who don't understand the order won't obey it, negating the truce instantly.

8. A merchant may increase his or her charisma to other beings by making certain gestures, saying certain phrases, or dressing in a particular way. This method or *heightening charisma* is similar to the magic-user spell *friends,* except that a full turn of preparation is required (10 minutes) and the opponents it is directed to must be known to the merchant. At least, the merchant should know the race, and alignment of the opponents. The merchant's charisma to the opponents will increase 2–5 points, with all appropriate reaction bonuses; the range of this spell includes everyone in the opponent's party witnin 60'. Saving throws are allowed, but if the throw is made and the spell saved against, the creatures will not necessarily see the merchant in a negative light; they will simply see the merchant with an unadjusted charisma.

Heightened charisma may be used once per day per level of the merchant, and is very useful when attempting to parley with opponents. If the language of the opponents are not understood by the merchant, charisma will be heightened only 1–3 points. Because of the preparation required, this spell cannot be used on the spur of the moment, say when the merchant comes around a corner and bumps into a pair of Evil High Priests. Remember that persons seeing a merchant with *heightened charisma* are not obligated to do anything the merchant asks them to, but will make no actions to attack the merchant and will be more disposed to listen to his ideas. If a *suggestion* is made to a person who failed to save against *heightened charisma,* he takes a -4 on his saving throw against it.

WEAPONS

The philosophy that merchants have about using weapons is simple: avoid using them as much as possible, but keep them close at hand. Merchants do not use missile weapons, prefering to close with an opponent to use their verbal skills. Missile weapons are also seen as too "military" and provocative to a potential enemy. They do, however, use hand-to-hand weapons that may be managed quickly and with one hand. Only longswords, broadswords, shortswords, scimitars, daggers, clubs, and hand axes may be used in combat; the daggers, clubs, and hand axes may be hurled if desired.

Merchants start with the knowledge of how to use two weapons with expertise, and gain one new weapon with every four levels of experience gained (at 5th, 9th, 13th, etc.). Merchants roll to hit on the thieves' attack tables.

Oil may be freely used as a weapon by merchants. The use of poison is up to the Dungeon Master.

ARMOUR

Merchants wear only the less encumbering armours, so they are able to move quickly if the situation requires it. They use leather, ringmail, scale, or chainmail, but will never use banded, splint, or plate mail. No shields will be used by merchants, as they would prefer to keep their hands free to gesture, emphasize points, and reach for their weapons. The absence of a shield helps the merchant to appear somewhat less defensive and hostile to opponents and encourages some trust and conversation.

MAGICAL ITEMS, HIRELINGS, & HENCHMEN

Merchants may use any magical weapons or armour within the restrictions noted above. They may use any other magical items that may be used by any other class of character and aren't restricted to the use of a limited number of classes.

Hirelings and henchmen may be taken on at any time, and may be of any sex, class or race, except for thieves and assassins. These latter two classes may be hired on short-term basis only for a single mission.

FINAL NOTES

It is suggested that merchant characters take an assortment of trade goods with them on expeditions for spur-of-the-moment bargaining; exactly what is to be taken is left up to the player character.

The risky part about being a merchant is having to be in the front of one's party facing a potentially dangerous enemy, *unarmed,* and simply talking it out. A Dungeon Master may decide to time the encounter and adjust the saving throws for *suggestions* depending on how reasonable the *suggestion* is, so players should learn to think quickly and develop a "silver tongue" as the saying goes.

Merchant players start the game with 40–160 g.p. for their initial funds.

MERCHANT ABILITIES TABLE (WITH RACIAL ADJUSTMENTS)

Level	Additional Language	Open Locks	Appraisal Range	Suggestion	Command	Heightened Charisma
1	0	15%	+50%	18%	45%	25%
2	1	20%	+45%	24%	50%	30%
3	1	25%	+40%	30%	55%	35%
4	0	29%	+35%	36%	60%	40%
5	1	33%	+30%	42%	65%	45%
6	1	37%	+25%	48%	70%	50%
7	0	42%	+20%	54%	75%	55%
8	1	47%	+15%	60%	80%	60%
9	1	52%	+12%	66%	85%	65%
10	0	57%	+09%	72%	90%	70%
11	1	62%	+07%	78%	93%	75%
12	1	67%	+05%	84%	96%	80%
13	1	72%	+03%	90%	99%	85%
14	1	77%	+01%	96%	99%	90%
15	1	82%	+00.5%	99%	99%	95%
16	1	87%	+00.1%	99%	99%	99%
17	1	92%	+00.1%	99%	99%	99%
18	1	97%	+00.1%	99%	99%	99%
19	1	99%	+00.1%	99%	99%	99%

Race of Merchant	Open Locks	+4 Levels When Appraising	Suggestion	Command	Heightened Charisma
Dwarf	+10%	Gems, Jewels, Armour, Weapons	----	----	-10%
Elf	-05%	Magical Items	+05%	----	+05%
Gnome	+05%	Gems	----	----	-05%
Half-Elf	----	----	+05%	+05%	----
Halfling	+05%	----	----	-05%	----

MERCHANT EXPERIENCE TABLE

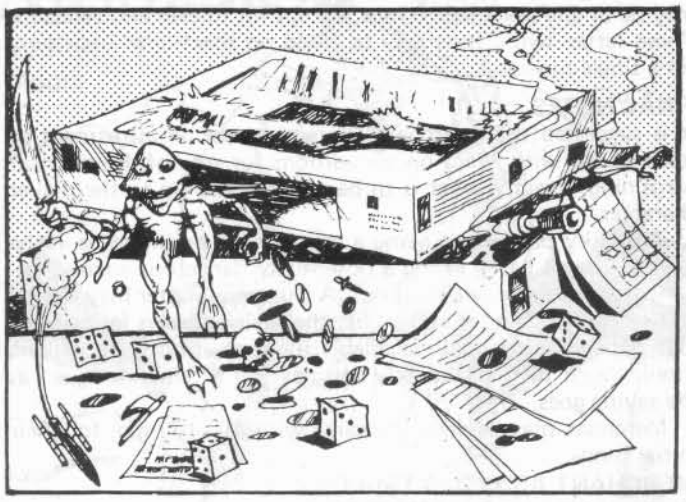
Experience Points	Experience Level	6-Sided Dice for Accumulated Hit Points	Level Title
0-1,750	1	1d6	Streetmonger
1,751-3,500	2	2d6	Huckster
3,501-7,000	3	3d6	Peddler
7,001-14,000	4	4d6	Vendor
14,001-28,000	5	5d6	Barterer
28,001-56,000	6	6d6	Bargainer
56,001-112,000	7	7d6	Dealer
112,001-225,000	8	8d6	Tradesman
225,001-450,000	9	9d6	Merchant
450,001-675,000	10	10d6	Merchant Prince
675,001-900,000	11	11d6	Master Merchant
900,001-1,125,000	12	12d6+2	Master Merchant (12th level)
1,125,001-1,350,000	13	13d6+4	Master Merchant (13th level)

+225,000 experience points for each level thereafter.
Merchants gain 2 h.p. per level after 11th level.

NEXT ISSUE

***THE SEARCH FOR THE TEMPLE OF THE GOLDEN SPIRE** – Competition D&D Mini-Module run at Dragonmeet III
***DUNGEON MODULE CONSTRUCTION** – How to build 3D dungeons
***ROBE AND BLASTER** – Aristocracy in Traveller
***FIEND FACTORY**
***TREASURE CHEST**
***CHARACTER CONJURING**

OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel.

The summaries are the Test Panel's opinion of good and bad points of the game reviewed. The OVERALL figure, on a 1–10 scale, rates the game itself taking all factors into consideration.

Please note that reviews carried out by people not on the Test Panel do not receive a rating.

AZHANTI HIGH LIGHTNING

Game Designers' Workshop - £14.95

I am told that modern soldiers dislike house-to-house streetfighting more than any other military activity. I suspect that space marines will feel the same about combat aboard starships, which is the subject of this game.

The game consists of a rules booklet, 14 large colourful maps showing decks of the *Azhanti High Lightning* (a large Imperial cruiser), a technical manual explaining the maps, two dice, a quick-reference chart for combat, and a sheet of die-cut counters representing individual characters – human or otherwise.

The maps and technical manual are the most impressive starship design yet produced by GDW; the 14 plans are modular, and can be used in different orders to represent the 84 decks of the three chief types of Lightning class cruisers. There are a few minor mistakes on a couple of the sheets, but these do not detract from the visual impression.

Counters represent Humans, Vargr (wolflike sapients), Warbots, and Blobs, these last being animals. Each (except for the Blobs) is backprinted with individual modifiers which are applied to its chance of hitting with certain weapons, making the problems of commanding your party tactically more interesting and complex; these could of course be ignored in a simple game. Officier units also have a figure denoting their effect on morale checks. Advanced rules cover ammunition usage and the effects of zero-G combat.

The technical manual is referred to as *Supplement 5;* I feel I should mention that there is no need to buy the game just to get the Supplement, as it is not much use without the maps anyway. In other words, you won't need it unless you've got it.

This game is fully compatible with GDW's *Traveller* role-playing game, and in some areas (particularly the combat system) I feel it is of superior quality to the original rules. I suspect that it would be eminently playable for non-*Traveller* gamers, but being an addict myself I can't really judge that. Certainly *Traveller* is not a prerequisite to the play or enjoyment of this game, though the two would enhance each other.

The game is played in turns, each of which is subdivided into six phases. The first is a decision phase, in which written orders are plotted for all characters in secret; the remaining five are action phases. A character may expend up to six Action Points in an action phase; these Action Points are similar to those used in one of GDW's earlier SF games, *Snapshot.* A list of actions and their costs in Action Points is provided, such as walk, trot, snapshoot, fire aimed shot, dodge, open door, etc.

Combat is of two basic types: gunfire and melee. Melee first, because it's simpler. This uses a fairly standard looking Combat Results Table of the sort beloved by SPI and Metagaming among others, in which the difference between the Melee Factors of the combatants is cross-referenced with a single die-roll. Armour has the effect of changing the column consulted on the table when the die is rolled.

Gunfire is also resolved in a clean way: Two d6 are rolled to see if a hit is scored, the roll being adjusted for range, cover, and dodging – but not armour – and the standard *Traveller* 8+ being required to hit in most cases. Wounds are then determined; two d6 are rolled again, and two modifiers applied. Each weapon has a penetration factor, which is added to the roll, and each class of armour a defence factor, which is subtracted. The result is then compared with a Damage Table to see if the character in question was lightly wounded, seriously wounded, killed, or unaffected. (In melee, a stun result can also be obtained – this "replaces" the serious wound effect.)

Having long been an upholder of the school of thought that "armour makes you easier to hit, not harder – it just reduces the damage you take" I am in favour of this change, which also speeds up play. At a rough guess, I'd say when converting to *Traveller* rules – which I expect most buyers of the game will be interested in – a light wound is 1d6 of damage, and a serious 3d6. A formula is provided at the back of the rule book for calculating the melee factors of *Traveller* character.

There are six scenarios provided with the game, together with suggestions for generating your own. Those provided cover boardings, violent and stealthy both; theft from the holds – and hopefully subsequent escape; salvage – opposed by natives; mutiny; and escape from the brig.

My only criticism of the game is the price; this is a bit on the high side, and although it probably wouldn't stop me buying the game, it would certainly slow me down a bit.

Overall, however, a thorough and excellent game.

Overall: 8 **Andy Slack**

INTRUDER

Task Force Games - £2.95

The map of *Intruder* depicts the interior of a space station being used as a base for the exploration of a distant solar system. A creature that has been brought back onto the ship is changing its form and developing into a fearsome predator which must be hunted down before it kills the crew. (Perceptive cinema-going readers will no doubt be finding this familiar).

Although there are rules for versions with two, three or four players, this is basically a solitaire game. The game begins after the Alien (sorry, the *Intruder)* has escaped from its laboratory cage. Members of the crew, re-

presented by individual counters, are scattered over the ship while in several rooms there are inverted counters. Some of these are dummies, others are harmless lab animals who, like the Intruder, have managed to escape, and somewhere is the Intruder who must be hunted down. Each turn, the inverted counters are moved by random dice rolls and the crew can move around examining any inverted counters in the same room. (Movement is room to room with no hexes.) If the Intruder is encountered there will be combat so crew can equip themselves with a variety of weapons including blast pistols, gas canisters and flame-throwers, some of which can be collected from the armoury while others must be especially constructed in the station's workshop.

Whenever a crew member is killed by the Intruder, panic ensues. All survivors rush back to the control room, dummies, animals and the Intruder counter are redistributed, inverted and the search must start again. Hence, to make it easier to find the Intruder, it may be worthwhile for the crew to attempt to recapture other lab animals using cages indicated by special counters and return them to the lab.

While all this is going on the Intruder is going through various transformations until it reaches its fully developed stage. As it enters each new stage, it becomes a more fearsome opponent and acquires more special powers. Powers the Intruder may have include immunity to various weapons, the strength to batter through closed doors and the ability to clone itself and produce extra intruders. Although the number of powers the Intruder has at any time is known, what these powers are is not known until there is combat when they are randomly chosen by the roll of two dice.

The micro-market is expanding rapidly and on the production standards of their games so far, *Task Force* seem likely to be able to hold a reasonable chunk of it. In this one, most of the necessary information is presented in an accessible form on the map sheet, the graphics are quite good (although it's a pity the cover design couldn't get away from the sexist stereotype of monster menacing lady with badly torn clothes), and the rules are reasonably well-written and easy to follow although there are a few minor areas not quite clear.

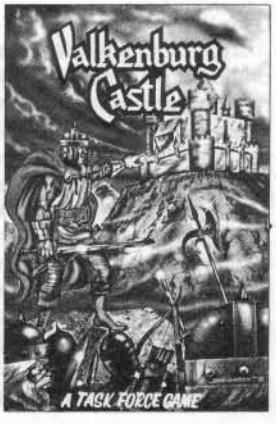
However, in the end, my feeling is that this game is a good idea which needs further development. It would have been nice to have seen a game system that, like *The Creature that Ate Sheboygan*, allowed the Intruder to be radically different each time. The special powers rules are obviously an attempt to do this but since a fully developed Intruder will have 7 powers out of a possible 11 and since the 2 dice system means some powers are much more likely to come up than others the results are fairly predictable.

The other problem is the combat result table. Dart guns can put the Intruder to sleep, electric prods enable crew to drive it in front of them but otherwise weapons either kill the Intruder or leave it unharmed and the result is a game too dependent on lucky dice throws. A system of cumulative hits (as in *Ogre* and *The Creature that Ate Sheboygan)* would have prevented a game where there is a distinct chance of one die throw ending the game in a few turns.

Overall: 6 **Roger Sandell**

VALKENBURG CASTLE

Task Force Games - £2.95



In the 532nd year of the Age of Heroes, lived one Lord Keven Van Valkenburg (Noble, Good but Stupid), owner/occupier of Valkenburg Castle. There also lived the Sorcerer Draxnahr (Powerful, Cunning but Evil) who desired a castle, but could not get a mortgage and so lacked the wherewithal. The unscrupulous magician tricked the noble Lord into a duel and then fried him with an illegal fireball; there was no appeal! Lord Keven's family – the important member if which was Albert (Noble, Son & Heir, but sickly) - fled the castle. Now Albert, like many other impoverished aristocrats, married a suitable commoner - Anne (Strong, Proud, but well, Common). The offspring of this union was Hobart (Fearless, Robust but Halfnoble). Hobart became right-hand hatchet man to King Edward (Noble, Rich but Powerful). Meanwhile, Castle Valkenburg has changed hands more often than a London flat in a property boom – evil quite rightly failing to prosper. When Hobart is 25, his father dies, and he returns home to claim his inheritance. What happens can then be played out using Stephen Cole's game *Valkenburg Castle.*

Included in the ziplock bag are a 26 page rule book, a map and a single diecut counter sheet. The 54 counters come in black, white, green, red and blue. Only the dungeons of the castle are represented on the two colour map; in five levels. Stairways and ladders connect the various levels. Other features are doors, corridors, rooms, a pit – without a beast – and a cave – with a beast – in this case a dragon. There are no problems with the rule booklet; the fairly complex rules are well written and comprehensive. In the cellars of the noble dwelling one is likely to bump into evil magic users, leaders and squads of various delinquents such as orcs, goblins etc. Also under the control of the evil player (i.e. the bad guys) is the dragon, but he cannot get out of his cave. Lurking in odd rooms, like ticket inspectors on the underground, are random monsters. The one thing you can find in the dungeons which you are very unlikely to find in the underground is treasure!

By now I expect *D&D*ers are experiencing suspicious twinges of *dejá vu,* prior to turning over the page and cursing board game rip-offs. Well, cool down lads. Any resemblance between *D&D* and *VC* is purely superficial. In fact *VC* is an out and out tactical wargame which examines the subject of squads of men fighting in restricted spaces – a sort of Mediaeval *Cityfight.* The damage a squad can inflict on an opposing unit depends not on its numbers but on the width of the space it is fighting in. So units can hold doorways and narrow corridors for ever and a day, but are vulnerable to being outflanked in a wide room. Rules cover charging, forming a shield wall, armour and enchanted weapons. As well as hand-to-hand weapons, rules cover the use of missile weapons, including modern weapons for the psychopathic. Optional rules increase the complexity of the combat system, with reaction fire etc. Magic plays only a relatively small part in this game. The most useful spell is the fireball – of Lord Keven fame. This has a sort of howitzer effect; with excellent results on shield walls. Burglars are mostly used for opening locked doors. Dwarves can use demolition explosives to make holes in walls. When search for treasure is made a large table is used with various modifiers on the die rolls. It is possible to find not treasure, but various unpleasant wee beasties – poisonous spiders and the like.

A certain amount of paperwork is required to play *VC* but not enough to affect playability. From the limited playtesting this game has been given it seems to play smoothly enough. Move and countermove occur in three dimensions as the player's units manoeuvre around the 5 levels. A number of alternative victory conditions are given for the one-game scenarios, hunting treasure, butchering orcs, rescuing damsels in distress or slaying dragons. Different sized adventure groups are suggested – the bigger the group the greater the deed needed to win. The campaign is played as a series of games. The good player, young Hobart, has to clear the castle of hostiles, without getting killed himself. At the end of each game he has to bring out enough treasure to pay his men for the next game. The bad guy gets a fixed number of orc reinforcements each game and simply has to survive to win.

Many SF & F game designers have in the past thought up a number of fun fantasy rules and then hung them on a boring inadequate game system – all chrome and no guts. That is not true of this game. It has a good solid system on which a gamer can hang his own favourite rules. At the price it must be considered excellent value for money.

Overall: 8 **John Lambshead**

LETTERS

Readers' thoughts, ideas, views, and criticisms. Letters to Editor, WHITE DWARF, Games Workshop, 1 Dalling Road, London W6.

Dear WD,

I would like to respond to M.T.N. Gascoigne's letter in *WD19*. Mr. or Ms. Gascoigne's complaints are not reasonable. First of all, there are no plans for a soon-to-be-released third edition of the *DMG*, "with even more changes". However, this doesn't mean that we won't correct any errors that are brought to our attention, as the book goes into further printings. We keep a continuously-upgraded list of mistakes and typos for all of the *AD&D* books, and when one of the volumes goes in for reprinting (as they do every 3–4 months, due to continuous demand), we correct what errors we can. Publishing the *DMG* was the most ambitious project we had yet undertaken – it contains more than twice as much information as the *Player's Handbook*, almost 350,000 words. Naturally, there were mistakes and oversights, such as the dropped *Monster Summoning VII* table. We rectified these errors as soon as we could, in the second edition. This added a bit of new material. Now the *DMG* is a tight work, very few illustrations and very little slack. After shoe-horning in the corrections, we found that the book was 2½ pages longer. Anybody who thinks about it will realise that you can't add 2½ pages to a book – books are bound in signatures. The minimum we could add was 8 pages, so we tossed in the rolling-up-characters appendix and the tearsheets. We were happy to be able to give people a little something extra. It didn't occur to us that some people would get upset over such a petty addition. As publishers of rule books, are we *seriously* supposed to *ignore* mistakes in our products, just so somebody who bought the earlier edition won't feel *jealous*? Come on! It's our duty to our customers and to ourselves to make our products as good as possible, and we'll upgrade them every chance we get. It's not as if the previous customers haven't gotten value for their money. (Was anybody greatly inconvenienced by not having the *Monster Summoning VII* table? I thought not.) The errata for the various books were collected in *The Dragon 35*, and will probably soon be easily available separately.

The *AD&D* system was developed over a period of several years, and it is enormously complex. Because of this, there are still minor holes and inconsistencies in the rules. These will gradually be corrected. How can it be a sin to make something better?

Sincerely,

Lawrence Schick, Vice-President, Product Development,
TSR Hobbies.

Dear WD,

The editorial of issue 20 invited readers to send in their views on alignment and its role in the game. I play this aspect very strictly as I find role-playing alignment adds greatly to both DM and player enjoyment. Voluntary alignment change may be made at the cost of one level loss for each sector change on the alignment graph; however, I do not record involuntary drift but simply disallow any hostile action which I deem unreasonable and tell the character to 'rephrase' any unallowable lies. This is not only simpler but leads to 'on-the-spot' uses of alignment . . .

. . . generally the characters will not know each other's alignments, but if these are discovered good characters cannot work with evil or lawful with chaotic. Even if hostility does not break out the party will split up.

I am not trying to press my rules on anyone, simply presenting them as one way to play alignment – a way which in my experience leads to a great deal of fun. The overall result is that most players employ most alignments at some time.

Yours sincerely,

Stephen Bland, Ely, Cambs.

Dear WD,

I have, in the past few months, discovered that the 'Oil Problem' (currently being fought tooth and nail on the Letters Page of the last few issues) is a combination of two ideas and I offer the following solution.

It seems ridiculous to say that a lantern, which in my campaign is fuelled by oil, will last for 24 turns whereas a hurled flask of oil burns for a feeble round or so. I am not suggesting that flaming oil should burn for longer, but that there should be TWO types of oil.

One is, as Paul Compton points out, a slow burning vegetable oil, suitable for lanterns and torches. It is the oil listed in the *Player's Handbook* for 1 g.p. a pint. The other is an expensive oil available from alchemists, who possess the necessary equipment to make oil. It burns quickly, and with large (3–18 damage, perhaps?) fierce flames. It is the sort used by adventurers to molest clean-up crew.

I must stress that this is merely a suggestion based on my own observations as a Dungeon Master not as a practising pyromaniac.

Keep the Home Fires Burning,

Andrew Groves, Hornchurch, Essex.

Dear WD,

At last in *WD* we *Traveller* Refs have a voice! I thought that Bob McWilliams' notes on the setting up of playable *Traveller* situations were superbly succinct.

However, Bob doesn't emphasise enough the need for fluidity in a *Traveller* scenario. I've found that the best play occurs in relatively unstructured and open-ended games. Players are apprised of gainful possibilities in an initial situation, and once they are on the scent the Ref builds his scenario out of their choices. It's more difficult than an equivalent *D&D* scenario, where the limits of action are more clearly defined – also more satisfying, because the game never becomes reduced to 'bash, grab & run'. The best play aid a *Traveller* Ref can have is a consistent, logical Universe in which to firmly root his wandering adventurers.

I didn't like Andy Slack's Scout expansion, *Star Patrol (WD20)*. I felt it placed too much emphasis on the collaboration of the Scouts with the military forces. To be fair, Andy's system is workable and well thought-out.

Wasn't the *Criminals* article in *WD19* by Trevor Graver superb? I really enjoyed rolling up a pair of underworlders. This class was much needed in *Traveller*.

Yours sincerely,

Frank Burrow, Coventry.

Dear WD,

I think the whole idea that a character should be forced into one of nine types of belief and expected to rigidly conform to it is catastrophic! People don't always behave the same way – often their beliefs are arbitrary and self-contradictory. Secondly, the idea that men are going to care about the ideals of Law or Chaos seems a little preposterous. As for "good" and "evil" – who will not claim that he is good?

The main difference I have observed is that good people kill evil ones whenever they can, whereas evil people only kill good ones if they get in the way!

In my view, players should role-play their characters, and any inference about beliefs should be made solely from actions.

Yours sincerely,

John Kleeman, Frognall, London.

SURVIVAL!

BY BOB McWILLIAMS

The planet Coryphire is one of the furthermost explored worlds of the Outrim. Uninhabited, man's only mark on it is an Imperial Scout Service Aid Station – reach it and its life-support systems will keep you alive while a Jump space message capsule is dispatched to summon help; fail and the local microbiology will eventually kill you, if the fauna hasn't finished you off first.

All this drifted through Jardine's mind as he struggled out of the lifeboat's control chair. The meagre fuel cell had given out well short of his objective, and he was now faced with the prospect of a long walk to get there: Jardine was alone when his small trader devoured vital bits of its power plant, and though the lifeboat is fully equipped with survival aids, a choice must be made due to weight limitations.

1.0 INTRODUCTION

1.1 Rationale: This game is an introductory science fiction boardgame, though particularly if the optional rules are used it can prove fun for more experienced gamers. An element of skill exists in the choice and use of weapons, and in taking a particular route to reach the Aid Station. Luck in the form of die rolls affects encounters with the native animal life and subsequent combat.

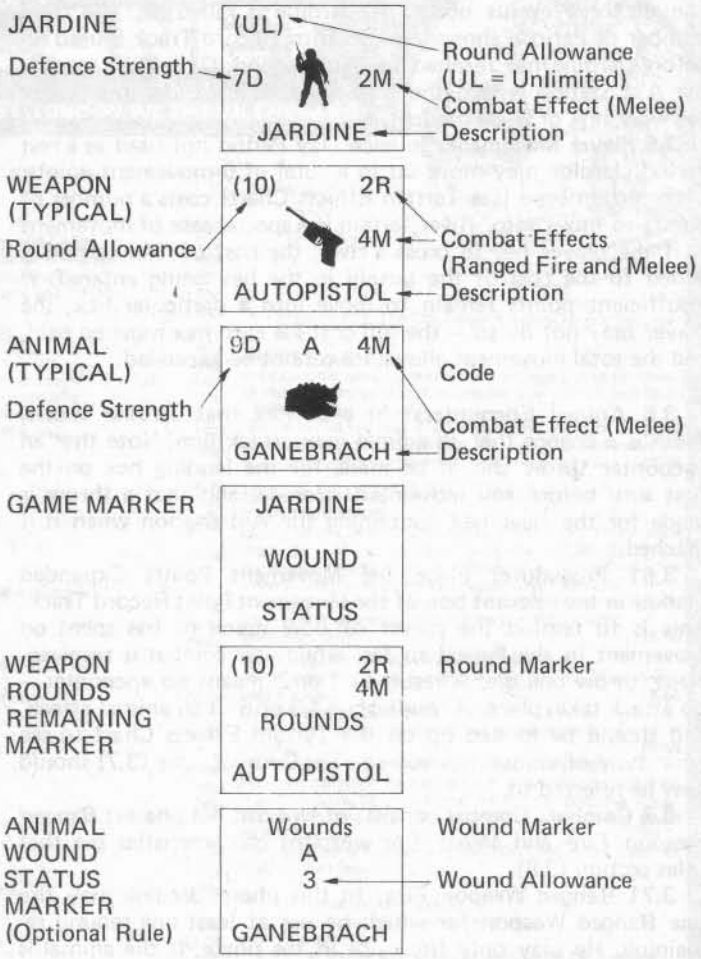
1.2 Objective: Survival is a solitaire role-playing boardgame where the player, taking the part of Jardine, must reach the Aid Station to survive until a rescue ship arrives. To do this, the terrain between the landing point and the station must be crossed, and attacks from the local animal population beaten off. A time limit is set by the food supplies Jardine can carry with him.

2.0 PLAYING PIECES

2.1 General: The mapsheet, counters and tables are printed on the centre pages of the magazine and this should be pulled out and mounted on card. The left-hand section containing the counters should then be cut out and cut into the individual counters.

2.2 Mapsheet and Tables: The mapsheet represents a small portion of the planetary surface of Coryphire, showing the possible landing points and the Aid Station and the terrain in between. Coryphire is a terrestroid world, and terrain types correspond roughly to Terran norms. A hexagonal grid governs movement; each hex is about 20 kms across. Various charts and tables, and record tracks, are printed on the mapsheet – once familiar with the rules these contain all the information required to play the game.

2.3 Counters: Counters in *Survival* represent the person of Jardine, and various markers to aid game play. The information on each counter varies according to the counter's function, as follows:



Each item of information is explained in the relevant section of the rules and is additionally available on the mapsheet tables.

3.0 PLAYING THE GAME

3.1 Setting Up: One die is thrown to determine which hex Jardine's lifeboat has come down in – thus if a four is rolled, Jardine starts the game in the hex numbered 4. The *Wound Status* marker should be placed in the '6' box of the Wound Status Track, and the *Movement Points Expended* marker should be placed in the '0' box of the Movement Point Record Track.

3.2 Choosing Weapons: After allowing for food and other survival equipment, Jardine has a carrying capacity of 8 weight units available to take his choice of weapons with him on the trek. The weapons have various combinations of weight, combat strengths and round allowances. After reading the remainder of these rules, the player should consider these factors and make his choice – the total of 8 weight units may not be exceeded. Counters for the chosen weapons should be placed in the Available Weapons Box.

3.3 Sequence of Play: Jardine will spend several days on his trek, if he isn't killed by wild animals. Each day is broken down in the game into three Periods – two Day Periods and one Night Period. The playing procedure is different for each type. At the end of each Period the Turn marker is advanced to the next Period on the Turn Record Track.

3.31 Day Periods: During Day Periods, Jardine may move, with the possibility that he might be attacked by animals in each hex entered. The sequence of play for each hex entered during a Day Period is:

Player Movement; Animal Encounter Determination; Player Ranged Fire; Player/Animal Melee.

3.32 Night Periods: These are compulsory rest periods; Jardine camps overnight, and puts up an automatic defence/

alarm system for protection. No movement or animal encounters are possible at night. Sometimes, if Jardine is seriously wounded, it may be necessary to use a Day Period as a rest period; in this case it is treated exactly as a Night Period.

3.4 Game Duration and Result: The game continues until one of three events occur: A. Jardine is killed; B. The total number of Periods shown on the Turn Record Track is used up before Jardine has reached the Aid Station; C. Jardine reaches the Aid Station within the time limit. If C occurs, the player has won; if A or B, he has lost.

3.5 Player Movement: In each Day Period not used as a rest period, Jardine may move up to a total of 6 movement points. Each terrain type (see Terrain Effects Chart) costs a number of points to move into. River terrain is a special case of movement – if the player has to cross a river, the cost of river terrain is added to the cost of the terrain in the hex being entered. If insufficient points remain to move into a particular hex, the player may not do so – the full cost for each hex must be paid, and the total movement allowance cannot be exceeded.

3.6 Animal Encounters: In each hex that Jardine enters, there is a chance that an animal may attack him. Note that an encounter throw should be made for the landing hex on the first turn before any movement is made, and that a throw is made for the clear hex containing the Aid Station when it is reached.

3.61 Procedure: Place the Movement Points Expended marker in the relevant box of the Movement Point Record Track. This is to remind the player of how much he has spent on movement in the Period so far, while any combat is resolved. Next, throw one die. A result of 1 or 2 means no encounter – no attack takes place. A result of 3,4,5 or 6 is an animal attack, and should be looked up on the Terrain Effects Chart to see what type of animal is involved. The Combat rules (3.7) should now be referred to.

3.7 Combat: Combat consists of two distinct phases: *Ranged Weapon Fire* and *Melee.* For weapons characteristics see that rules section (3.8).

3.71 Ranged Weapon Fire: In this phase, Jardine may fire one Ranged Weapon for which he has at least one reound remaining. He may only fire once in ths phase. If the animal is killed, combat is over, but if the animal survives *Ranged Weapon Fire* then play proceeds to *Melee.* The animal has no attack in this phase.

3.72 Melee: In this phase, combat is simultaneous; both player and animal may make an attack, even if one is killed by the other. If neither is killed in the first round of *Melee,* then play continues into another round. Play continues in successive *Melee* rounds until either the player or the animal is killed.

3.73 Attack Procedure: In each attack *(Ranged Weapon Fire* or *Melee)* the Attack Strength of the attacker is added to a one die throw. If the total equals or exceeds the Defence Strength of the defender, a hit is scored. If the defender is an animal, the animal is killed; if the defender is Jardine, one Wound Point is deducted from Jardine's Current Wound Status (see 3.74).

3.74 Jardine's Wound Allowance: Rather than being automatically killed by an adverse combat result as for animals, Jardine loses Wound Points. He starts the game with 6 Wound Points; the Wound Status marker should be moved down the Wound Status Track one space when a wound is received. If the marker reaches zero, Jardine is killed.

Jardine may recover from wounds as well. For each rest Period, the marker may be moved up the Wound Status Track on space. Night Periods are compulsory rest Periods; that is, one Wound Point may be recovered each Night Period, but no movement or combat is possible even if the marker is on the maximum six Wound Points. Jardine may never accumulate more than six Wound Points.

The player may also choose to rest Jardine during Day Periods, if he wishes. Each complete Day Period spent resting will also recover one Wound Point, with no movement or combat as for Night Periods. Such a tactic, although losing travelling time, may be desirable where Jardine has lost several Wound Points. The loss of Wound Points in no way affects combat strengths; Jardine always attacks and defends normally.

3.8 Weapons Characteristics: Weapons in *Survival* are classified by various characteristics: not all of these apply to each weapon. Jardine's and the differing animals' innate combat abilities are also classed as weapons.

Weight refers to Jardine's optional weapons. It is used in selecting weapons at the start of the game (see 3.2).

Rounds apply to weapons with a limited ammunition supply. The rounds number refers to the total number of attacks that may be made with that weapon – each time the weapon is used, its Rounds Marker is moved down the Weapon Rounds Remaining Track one space. Once all rounds for the weapon are used up, it may not be used again. Note that each Melee round counts as a separate attack.

Defence is augmented by only one weapon (the Repeller Field). On rounds in which it is used, it adds one to Jardine's defence strength.

MeleeStrengths apply to attack at close quarters, and. . .

Ranged Fire Strengths apply to attacks at a distance. The two types of strength are not interchangeable.

Weapons only possess the characteristics and strengths shown in the tables and on the counters.

3.9 Animals: Animals in *Survival* are members of indigenous species that pose some danger to humans. All other life forms in this part of Coryphire are assumed to present no threat to Jardine's progress. Each animal is defined by code letter (which is a cross-reference to the Terrain Effects Chart), its name, combat effects and general description.

4.0 OPTIONAL RULES

The basic game of *Survival* thus far described is fairly straightforward in which the player (as Jardine) should win with reasonable luck. However, once familiar with the basic game, the player can provide himself with extra challenge by using one or more of the optional rules given below, as most of these rules make the player's task more difficult.

4.1 Animal Wound Allowances: In the basic game animals are killed if one wound is scored on them. The Animal Characteristics Table gives optional *Wound Allowances (WA)* for each animal to be used as Jardine's WA. Use the extra Animal Wound Status counters and place the relevant one on the Wound Status Track in the correct space when an encounter is called for. With this rule Jardine has a much tougher time of it – combat continues until one or the other of the combatants is dead. Avoid mountains and especially marshes whenever possible!

4.2 Load for Time: Jardine may add one extra day (i.e. one night turn and two day turns) to the Turn Record Track for each weight unit not initially used as a weapon. Thus taking seven weight units of weapons would add one extra day's rations.

4.3 Breaking Camp: Jardine is vulnerable to animal attack whilst breaking camp and the alarms are dismantled. Throw for an encounter before any movement takes place to simulate this.

4.4 Perimeter Failure: A perimeter defence equipment malfunction could allow an animal to enter the camp. During each rest period thrown one die; a result of 6 means that an encounter should be thrown for (in which a result of 1 or 2 still means no encounter). No *Ranged Fire* is allowed; combat proceeds immediately to *Melee.* Jardine does not recover one Wound Point for that rest period if an encounter takes place.

4.5 Extemporised Weapon: Using local materials a *Spear* (as the Weapons Characteristics Table) may be fashioned using a survival knife as a blade. This may be done when at least one weapon has expended all its rounds and there is thus a surplus weight unit available.

4.6 Animal Surprise: Animals D (Ceekal) and H *(Zeget)* are pouncers and hunt by dropping onto their prey. They have surprise if encountered, and no *Ranged Fire* is allowed; combat proceeds immediately to *Melee.*

4.7 Multiple Weapon Choice: It is possible that the lifeboat could contain more than one example of each weapon available to Jardine, from which to make his choice. The selection limit remains the same (8 weight units), but more than one of a weapon may be chosen. This rule may be used in several forms; two Auto Pistols and one of everything else, two of all weapons, or any number of each weapon. Players will need to keep track of multiple examples of weapons on separate scrap paper or by making up more counters. It is recommended that this rule be used to help offset rule 4.1.

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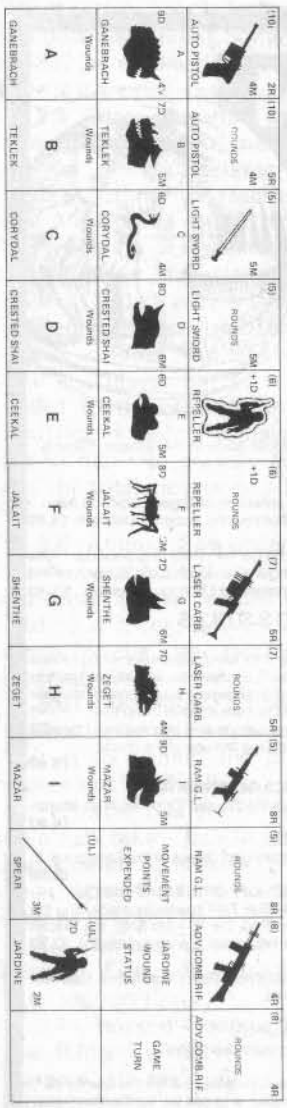
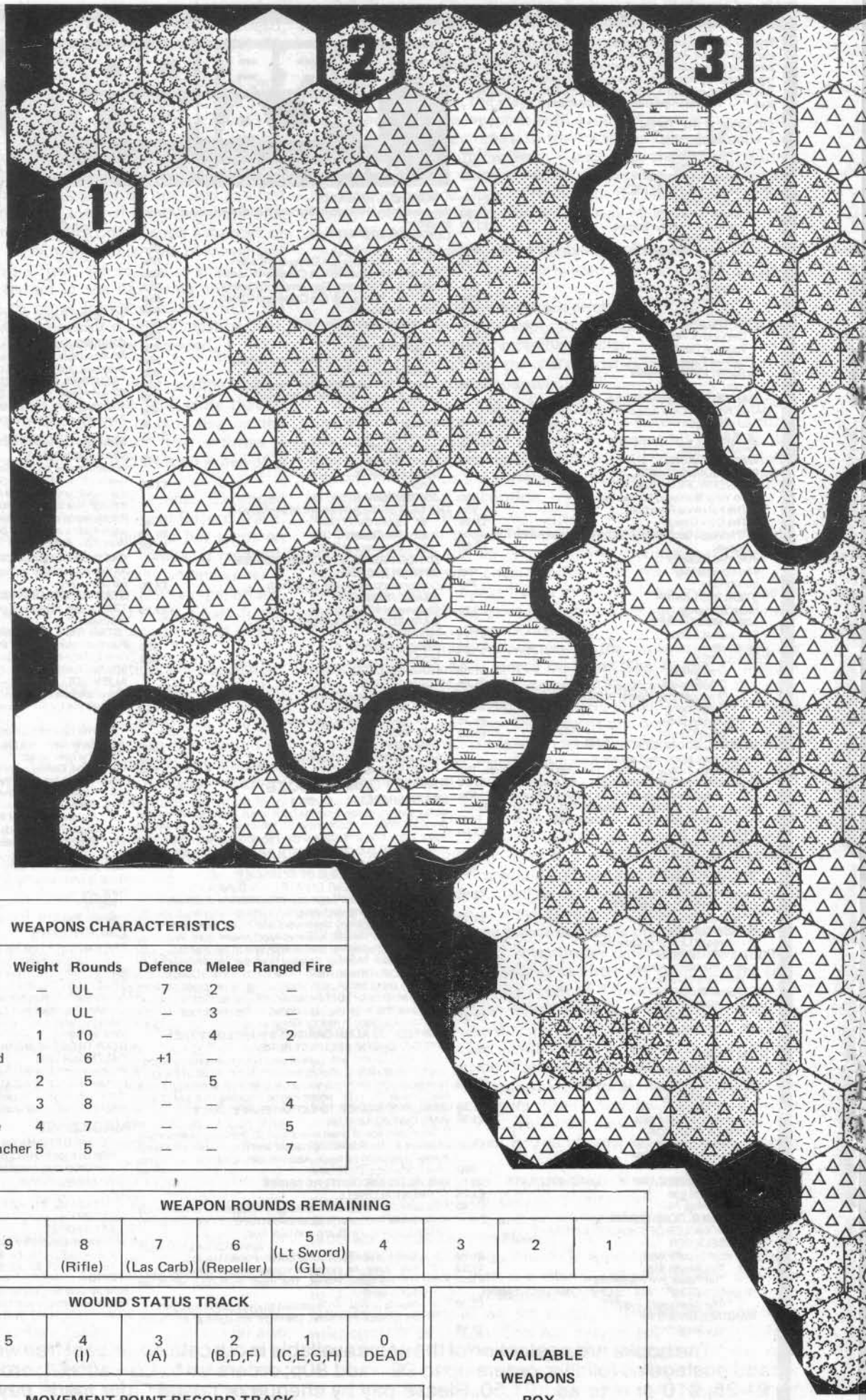




WEAPONS CHARACTERISTICS

Weapon	Weight	Rounds	Defence	Melee	Ranged Fire
Basic	—	UL	7	2	—
Spear	1	UL	—	3	—
Auto Pistol	1	10	—	4	2
Repeller Field	1	6	+1	—	—
Light Sword	2	5	—	5	—
Rifle	3	8	—	—	4
Laser Carbine	4	7	—	—	5
Grenade Launcher	5	5	—	—	7

WEAPON ROUNDS REMAINING

10 (Pistol)	9	8 (Rifle)	7 (Las Carb)	6 (Repeller)	5 (Lt Sword) (GL)	4	3	2	1

WOUND STATUS TRACK

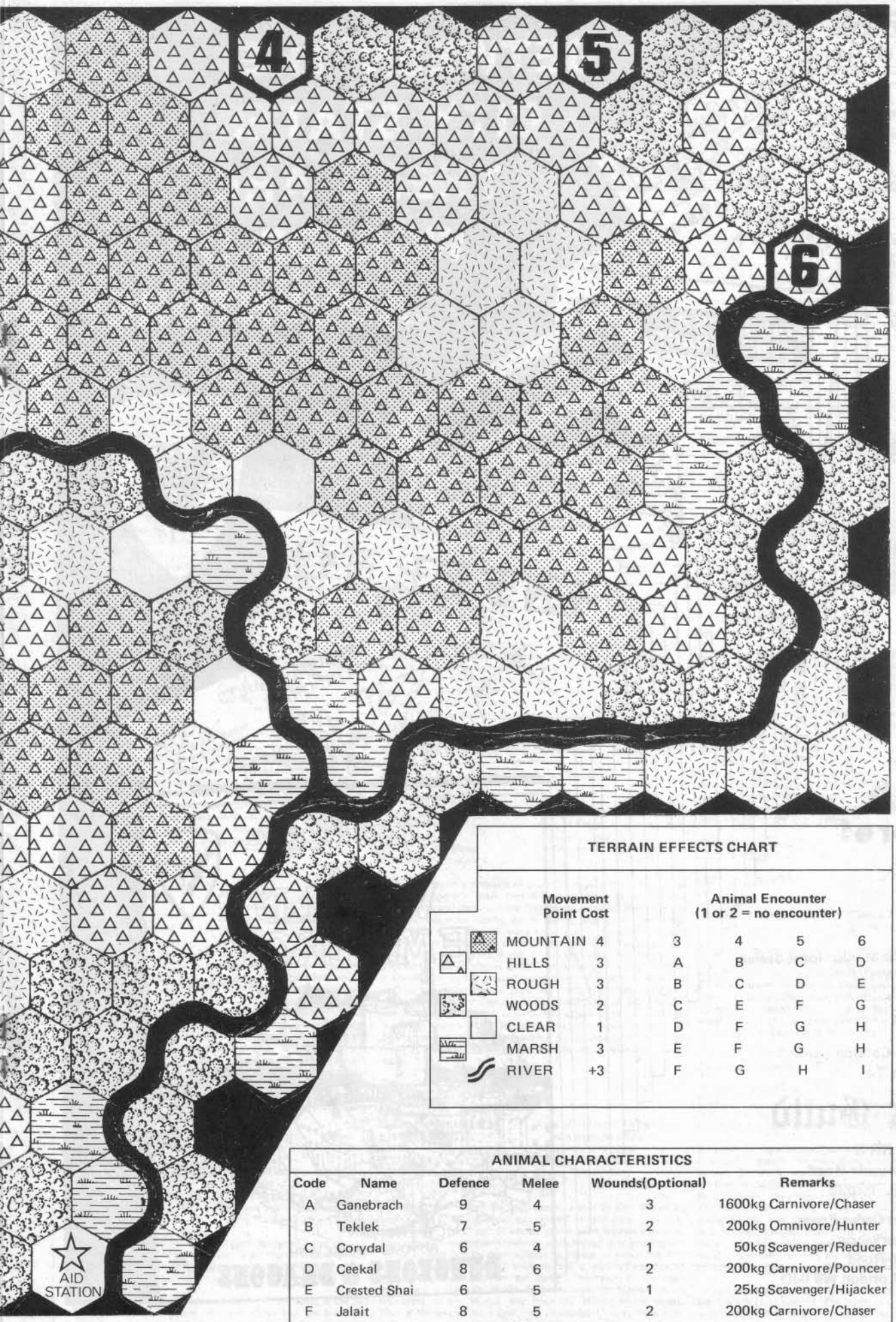
6 (Jardine)	5	4 (I)	3 (A)	2 (B,D,F)	1 (C,E,G,H)	0 DEAD

MOVEMENT POINT RECORD TRACK

0	1	2	3	4	5	6

AVAILABLE WEAPONS BOX

SU



TURN RECORD TRACK

Each turn consists of:

Move –
Animal Encounter –
Ranged Fire –
Melee –
Move etc. again if allowed.

START AM	DAY 1
PM	
NIGHT	
AM	DAY 2
PM	
NIGHT	
AM	DAY 3
PM	
NIGHT	
AM	DAY 4
PM	
NIGHT	
AM	DAY 5
PM	
NIGHT	
AM	DAY 6
PM END	

TERRAIN EFFECTS CHART

	Movement Point Cost	Animal Encounter (1 or 2 = no encounter)			
MOUNTAIN	4	3	4	5	6
HILLS	3	A	B	C	D
ROUGH	3	B	C	D	E
WOODS	2	C	E	F	G
CLEAR	1	D	F	G	H
MARSH	3	E	F	G	H
RIVER	+3	F	G	H	I

ANIMAL CHARACTERISTICS

Code	Name	Defence	Melee	Wounds(Optional)	Remarks
A	Ganebrach	9	4	3	1600kg Carnivore/Chaser
B	Teklek	7	5	2	200kg Omnivore/Hunter
C	Corydal	6	4	1	50kg Scavenger/Reducer
D	Ceekal	8	6	2	200kg Carnivore/Pouncer
E	Crested Shai	6	5	1	25kg Scavenger/Hijacker
F	Jalait	8	5	2	200kg Carnivore/Chaser
G	Shente	7	6	1	50kg Carnivore/Killer
H	Zeget	7	4	1	100kg Carnivore/Pouncer
I	Miazer	9	5	4	3200kg Omnivore/Eater

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TREASURE CHEST

TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

Next issue *Treasure Chest* will feature **Magic Items**, including weapons, potions, scrolls, rings, rods etc.

SPELLS

RESTORE MAGIC (Conjuring/Summoning)
by Paul Bowen

Usable by: *Magic-User*
Level: *4*
Range: *Touch*
Duration: *Until charges used up*
Area of Effect: *1 item*
Components: *V, S, M*
Casting Time: *5 segments per charge being restored*
Saving Throw: *Not applicable*

This spell will restore magic to magic items such as rods, staffs, wands, etc.; but only the ones which *can* be recharged as stated in the Dungeon Master's Guide – i.e. the *rod of smiting* and the *rod of resurrection* cannot be recharged. The material components are a gem of at least 100 gold pieces value and the bones of some undead creature. These should be crushed and ground together and sprinkled over the item while the spell is chanted. There is also a 10% chance of the magic user losing 1 point of constitution while casting this spell.

TANGLEFOOT (Command)
by Stuart Rabson

Usable by: *Cleric, Druid or Magic-User*
Level: *2*
Range: *1"/level*
Duration: *3 rounds +1/level*
Area of Effect: *One creature/level*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *Neg*

All those affected by this spell have difficulty in moving about; any attempt to move faster than a slow shuffle will result in the victims' being tripped up by their own legs. This affects dodging in combat, and so all attacks are +2 to hit the victims of the spell. The spell only affects legs, all other means of locomotion are unaffected. The material components are a small ball of wool which has been tangled by a kitten, and three spiders (live if the caster is a Druid). In addition, Clerics require a Holy symbol and Druids require mistletoe.

MASOCHISTIC FIT (Enchantment/Charm)
by Paul Bowen

Usable by: *Magic-User*
Level: *6*
Range: *1"/level of caster*
Duration: *1 round*
Area of Effect: *2" radius*
Components: *V, S*
Casting Time: *6 segments*
Saving Throw: *Neg*

When this spell is cast the creatures within the area of effect must all save vs spells or feel a great desire to hurt themselves; they will stab themselves with the nearest weapon, jump onto sword blades, cover themselves with oil and set it alight, fling themselves down the nearest pit and all manner of things which lead to physical pain. However if they leave the area of effect they are entitled to another save, at +4 on the die. Also anybody entering the area of effect while the spell is still active must save or come under the effects. A *heal* will remove the effects from a person and a *dispel magic* will have the normal effect.

ACID RAIN (Evocation)
by Roger E. Moore

Usable by: *Magic-User*
Level: *5*
Range: *8" + 1"/level*
Duration: *1 round/level*
Area of Effect: *3" radius area*
Components: *V, S, M*
Casting Time: *5 segments*
Saving Throw: *None*

This spell creates an area of falling mist and droplets that extends upwards from the ground to a ceiling or to a height of 30', whichever comes first. This seemingly harmless rain is actually a powerful acidic substance that will cause any being or creature passing through it to take 1d4 + 2 points of damage (3–6 points) for every round spent in the affected area. Additionally, any creature who moves through the *rain* will receive a -2 to hit on all attacks made for 2–8 rounds after leaving the mist, due to damage to the creature's eyes and the pain and irritation to its skin. The acid in this spell will dissolve woods and metals (including enchanted armour and weapons) at the same rate as a black pudding does (see the *Monster Manual* for details) and will eat away at solid rock at ¼" per round. The material components for this spell are a drop of hydrochloric acid and a drop of rainwater.

REMOVE PARALYSATION (Alteration)
by S.A. Mills

Usable by: *Cleric*
Level: *4*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Creature touched*
Components: *V, S*
Casting Time: *7 segments*
Saving Throw: *None*

This spell is similar to the 4th level cleric spell *neutralize poison*, except that it removes *paralysation* (a bit more effectively than a *dispel magic*). If this spell is cast on a creature which paralyses, this effect will be stopped for a number of rounds equal to the level of the cleric.

The reverse of this spell, *paralysation*, is the same as the 3rd level Illusionist spell except as noted above and the fact that only a *dispel magic* or *remove paralysation* (not a *dispel illusion*) will remove it.

RUST (Alteration)
by Stephen Bland

Usable by: *Magic-User, Druid*
Level: *3*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One creature*
Components: *V, S*
Casting Time: *3 segments*
Saving Throw: *Special*

This spell enables the caster to create the effects of a touch by a Rust Monster. A successful hit must be scored with a bare hand for the spell to come into operation. This achieved, all non-magical metal on the creature touched will disintegrate while magical items will gain a 10% chance of not being affected for each +1. The effects are permanent.

LOCATE SELF (Divination)
by Stephen Bland

Usable by: *Druid*
Level: *1*
Range: *0*
Duration: *1 segment*
Area of Effect: *Spellcaster*
Components: *V, S, M*
Casting Time: *1 segment*
Saving Throw: *None*

By use of this spell the caster will know where magnetic north is and his or her approximate height above or distance below the surface. The material component is a small piece of lodestone.

DREAD (Necromantic)
by Mark Galeotti

Usable by: *Magic-User*
Level: *5*
Range: *Touch*
Duration: *Until eye-ball is thrown*
Area of Effect: *Eye-Ball*
Components: *V, M*
Casting Time: *3 segments*
Saving Throw: *See below*

Once this spell has been cast onto an eye-ball, the eye-ball becomes a potent magical weapon since whoever or whatever it hits must save versus magic at -2 or, in their eyes, the Magic-User changes to whatever they fear most. Then they must roll again versus magic, if they save they flee for 1–6 melee rounds then revert back to normality. If they fail their save they stand frozen with terror for 2–8 melee rounds before reverting to normality.

The eye-ball must be thrown to have any effect and if it misses there is no effect (and eye-ball cannot be used again).

NEZABAR'S OLFACTORY DELIGHT (Illusion/Phantasm)
by Roger E. Moore

Usable by: *2*
Level: *2*
Range: *6" + 1"/level*
Duration: *Permanent*
Area of Effect: *3" radius sphere*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Special*

When cast upon a creature or area, this spell creates an invisible globe of aromatic gases that will be pleasing to all humans, humanoids, and demi-humans. Creatures with 4 hit dice or levels or less receive no saving throw against this spell; those with more than 4 hit dice or levels may save vs magic, and if they save will not notice the smell. If this spell is cast upon a living being (such as a giant skunk or otyugh) then the creature is entitled to a saving throw, and if it saves the spell's area of effect is transferred to the ground upon which the being is standing (leaving the being free to walk away out of the spell's range). *Nezabar's Olfactory Delight* is frequently cast on latrines and upon victims of a skunk or wolverine attack until such time as the musk wears off. This spell will completely negate the effects of any non-magical aroma in its area of effect. The material components are a few rose petals or spearmint plant leaves.

AIR-MIRROR (Alteration)
by Carol Ashley

Usable by: *Magic-User, Illusionists*
Level: *2 for Magic-Users, 1 for Illusionists*
Range: *2" + 1"/level*
Duration: *1 round/level*
Area of Effect: *1/10th inch/level diameter circle*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

By means of this spell the spell caster is able to alter the air to form a kind of mirror which can be used to look around corners, up or down stairs, etc. It works in the same way as a mirage. The material component (which is reusable) is a small silver mirror, which can be manipulated to rotate or move the *Air-Mirror*. The *Air-Mirror* will work in reverse, so anything around the corner could also see the caster. The range of the spell being cast is the sum of the distances from the Magic-User or Illusionist to the *Mirror*, and from the *Mirror* to the target. Thus a *Mirror* cast by a 2nd level Illusionist 1' away from himself would give him a view of the scene up to 39' away around the corner.

FLASH (Evocation)
by R.M. Scaife

Usable by: *Magic-User*
Level: *2*
Range: *4"*
Duration: *Instantaneous*
Area of Effect: *½"*
Components: *V, M*
Casting Time: *1 segment*
Saving Throw: *½/Neg*

This spell causes a small magic pellet to dart from the caster's finger and burst, causing a large flash and second-degree burns. Any creatures caught in the area of effect must save against burns of 2d6 – taking half damage if successful – and then save against being blinded for 2d8 melee rounds. If the spell is cast closer to the caster than ½", he too must save against the effects. The material components of the spell are bat guano and sulphur worked into a small ball.

AMAZE (Illusion/Phantasm)
by Peter Brown

Usable by: *Magic-User, Illusionist*
Level: *1*
Range: *Within earshot*
Duration: *½ turn per level of caster*
Area of Effect: *Range*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *See below*

The effect of this spell is to beguile passers-by with simple magical tricks similar to contemporary stage magic. Anyone whose level is less than that of the caster will be so beguiled. The function of this spell is to provide an income for low-level magic-users in towns; if cast in a market-place or similar, the astonished crowds will donate 1d10 g.p. per level of the caster as a reward for the entertainment.

FROST FINGERS (Alteration)
by Roger E. Moore

Usable by: *Magic-User*
Level: *1*
Range: *0*
Duration: *1 round*
Area of Effect: *Special*
Components: *V, S*
Casting Time: *1 segment*
Saving Throw: *None*

This spell greatly resembles *Burning Hands*, and the gesture of spreading the fingers and touching the thumbs together is the same. However, 3' long arcs of magical frost will radiate from the Magic-User's fingers in a 120° horizontal arc, doing 1 point of frostbite damage per level of the caster. No saving throw is given; all fluids in the area of effect will freeze solid (including potions, which cannot then be drunk!) Potions must save vs magic or completely lose their potency even when defrosted. Other fluid-containing or non-magical items in the area of effect must similarly save or be ruined.

DRAW (Alteration)
by T.S. Warren

Usable by: *Magic-User*
Level: *2*
Range: *6"*
Duration: *4 rounds*
Area of Effect: *One pocket*
Components: *S, M*
Casting Time: *10 segments*
Saving Throw: *None – but see below*

This spell incorporates limited *levitation* and *telekinesis*. The caster points at the pocket he desires to affect, casts the spell, and one item selected at random from the contents of the pocket is drawn towards the Magic-User at up to 10' per 3 segments. A pouch, pack, sack etc. may be specified as the target instead of a pocket. The chance of this action being detected is equal to that of the victim detecting a Thief of the same level as the caster attempting to Pick Pockets.

AARON'S ROD (Alteration)
by Stuart Rabson

Usable by: *Cleric*
Level: *2*
Range: *Touch*
Duration: *5 turns + 1/level*
Area of Effect: *1 rope or cord*
Components: *V, S, M*
Casting Time: *1 round*
Saving Throw: *None*

A length of rope or cord on which this spell is cast becomes rigid and inflexible. The rope may be in any shape when the spell is cast. Stiffened rope can be used as a staff or weapon, or climbed; if captives are properly bound with cord which is then thus stiffened, they may not free themselves by sleight of hand. The strength of the rope or cord in the stiffened state is determined by the level of the caster: at 10th level or less, the rope is as strong as wood; from 11th to 15th level it is as strong as stone; and from 16th level upwards, as strong as iron. The weight, however, remains the same as that of the original rope or cord. The caster may dispel the spell at any time before it runs out.

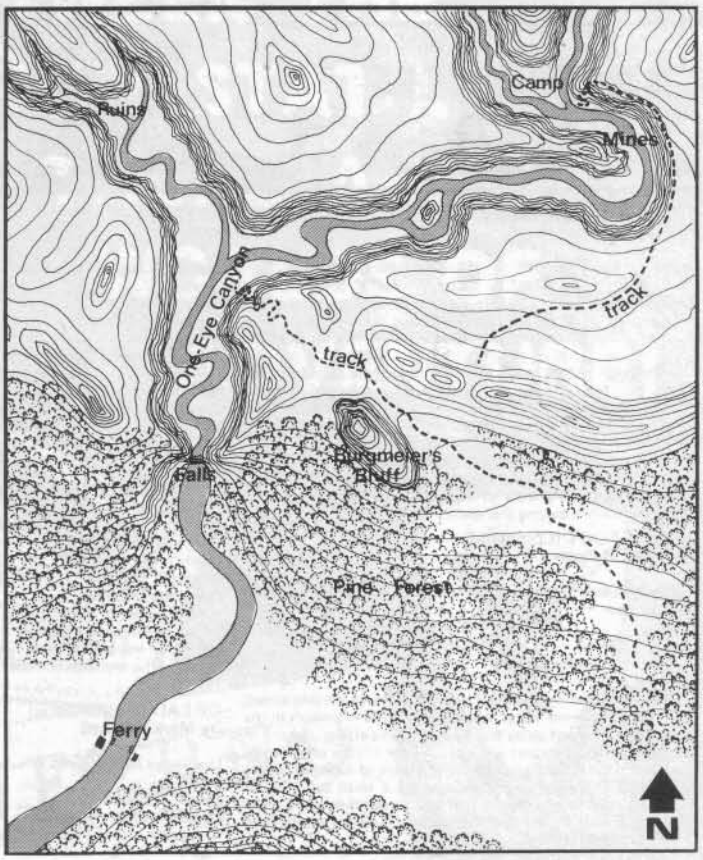
The material components for this spell are Holy water and the Cleric's Holy symbol. The hands of the Cleric are dampened with Holy water, and the rope or cord is touched; then, by speaking a single word and brandishing the Holy symbol, the spell is activated.

FIEND FACTORY

A regular feature introducing new and interesting monsters, edited by **Albie Fiore.**

ONE~EYE CANYON

This issue, Fiend Factory *presents a mini-wilderness scenario suitable for a party of 5th, 6th and 7th level adventurers.*



ueues of weary peasants line the ferry landing. Most have their meagre possessions packed on barrows or in tattered back packs. They are fleeing the area after a long and harrowing conflict with a group of cyclops that have been raiding the area. From the peasants the party would hear the following stories:

The cyclops have continually raided the homesteads, killing the men and capturing the women live for some unknown reason.

The cyclops are believed to be camped in an old dwarf mining settlement somewhere in One-Eye Canyon. None know where the settlement was, but ruins can be seen from the top of Burgmeier's Bluff; but the bluff and its pine forest are evil places that the peasants have long shunned. The old man of the mountain, a strange rock formation on the bluff, is a particularly evil spot.

Somewhere over the bluff, there is an old mountain track that is believed to have been made by the dwarfs.

One-Eye canyon had its name long before the cyclops came. Legends indicate that One-Eye was a magic user who dwelt somewhere in the canyon.

The last person to venture into the pine forests and the bluff was Prago, the local hero who was seeking the cyclops camp. He left some months ago and never returned.

Long ago, Crazy Shem (a simpleton) had a lump of platinum ore, believed to be from the mines, but Shem died and never revealed where he had found it.

From the ferry, the mouth of the canyon can be seen, but it is a narrow and rocky waterfall. The pine forest climbs gently up Burgmeier's Bluff, almost to the foot of rocky crag that rears above the trees. The pine forest is dark; the floor is a thick bed of old needles which dampens the sound of all movement. Even so the forest is unnaturally quiet, for the most populous inhabitants are undead —

The Brothers of the Pine

by Julian Lawrence

No. Appearing:	**10–200**
Armour Class:	**5**
Movement:	**12"**
Hit Dice:	**3D8**
Treasure:	**Individuals Q, C in lair**
Attack:	**By weapon type**
Alignment:	**Lawful evil/ Neutral evil**
Intelligence:	**Average/very**
Monstermark:	**31.5; Leader: 48; Jarl: 63 (levels III; IV & V respectively in 12 levels)**

The brothers of the pine are a foul form of undead created from bloodless bodies by pumping pine sap into their veins. They live in dim woodland and use their fiendish cunning to lure adventurers to their deaths so as to drain their blood and replace it with sap so increasing their brotherhood. This foul operation is carried out by the Jarl of the creatures who will have 6 hit dice and powers as a 6th level druid. All of them possess 1 first level druid spell (chosen at random) usable once per day. For every 20 encountered there will be a leader who will have 4 hit dice and powers as a druid of level 4.

In battle these beings emit a shrieking wail which will cause all N.P.C.'s etc., in ear shot to check morale at -20% or flee for 1–8 turns. The creature's favourite weapons are jagged sabres and throwing darts.

They are immune to non-magic weapons and cold, take half damage from lightning but double from fire. Only plant based spells affect them. They can be turned as shadows on the clerics vs undead table.

Where the forest ends, at the foot of the bluff, the vegetation is particularly thick and lush around a strange rock formation that looks like the head of an old man. There are many animals (mostly wildcats and wolves) creeping in this thicket for the old man of the mountains is a. . .

Chthon

by Colin Reynolds

No. Appearing:	**1**
Armour Class:	**0**
Movement:	**0"**
Hit Dice:	**8D8**
Treasure:	**1d20 gems**
Attack:	**Nil**
Alignment:	**Lawful evil**
Intelligence:	**High**
Monstermark:	**Depends on animals under control (suggest level VI in 12 levels)**

Chthon is a mineral intellect which has no regard at all for animal life, and resents animal intelligence with paranoid fervour. It can control non-intelligent to averagely-intelligent animals that fail to save vs spells, as well as all plant life, telepathically, but cannot force the controlled creature or plant to do anything it could not normally do.

Up to twenty animals and/or plants can be controlled in this way at any one time, and the Chthon uses these to protect itself and attempt to wipe out intelligent life in its vicinity. Plants are encourated to grow in a thick defensive screen about the Chthon for protection.

Beyond this the rocks of the bluff rise up and are easily climbable. From the top it can be seen that the canyon forks in two. Ruins can be seen in the western fork, and below the bluff to the north a small track can be seen that runs in steps down the steep slopes into the canyon. At the foot of the path, by the river bank is a cave, obviously inhabited as there are footprints and the remains of a fire outside. In the cave is a fighting man covered in many scars and fresh cuts of which he is heedless for Prago (Lev: 5; Al: LG;5d10;S: 16;I:6;W:17;C:14;D:12;Ch:12) is in the control of a. . .

Enslaver

by Roger E. Moore

No. Appearing:	**1–3**
Armour Class:	**6**
Movement:	**3"**
Hit Dice:	**2D8+4**
Treasure Type:	**Q X 5**
Attack:	**Special**
Alignment:	**Chaotic evil**
Intelligence:	**Genius**
Monstermark:	**Inapplicable (suggest level III in 12 levels)**

Enslavers, also known as Puppet Lords, are dangerous and highly feared monsters in some parts of the world. They appear quite hamless, however. They are not unlike a large flattened ball of grey-coloured mercury, about 9" across, and move by rolling slowly wherever they wish to go. They may flatten themselves to pass under doors or through cracks. They have a little-understood sensory system that makes them very highly aware of their physical surroundings within 30' of their position.

These monsters conceal themselves in rocky areas, in small niches where they collect gemstones. They are 90% likely not to be detected by sight because of their ability to appear to be part of a rock or large stone. If a living being should happen to touch one of them, however, then a saving throw vs paralyzation must be made or the character will be completely dominated by the will of the enslaver. It will then force the host to conceal the enslaver upon his or her body, under clothing or other cover, allowing the monster to maintain continuous contact with the host's body. This will be done out of sight of any other character if at all possible.

Enslaver-dominated persons will not react to pain or any other physical stimulus; otherwise the person will continue to act much as before. However, the enslaver will frequently use the opportunity to slay any good characters it can through the host body's array of skills or weapons. Enslavers are careless of the condition of the host, and care little if the body is injured or destroyed; there are always other bodies available. Because of their skill at hiding on the host lifeform, only thorough examination, possibly even enforced nudity, will reveal the parasite. The enslaver, of course, will do everything possible to avoid detection and will kill those searching for it if possible.

Hosts who are released from the control of an enslaver must make a system shock roll or die from acute neurological trauma. As a side note, will-force spell or psionic attacks, such as *fear, scare, emotion,* or *charm,* are completely ineffective against an enslaver or a person controlled by an enslaver. An enslaver may only attempt to control one person at a time.

Any person who survives domination by an enslaver that is physically removed from his or her body will go berserk (+2 to hit and damage) and attempt to slay the enslaver immediately, by the most expedient means possible.

This is as far as Prago reached, he was heading for the ruins. In a niche in the cave, alongside 2 gems, is another enslaver. The river in the canyon is easily crossed, either by stepping across the rocks where there are narrows or by wading across the slower reaches. The ruins are clearly visible in the west fork of the canyon. On very close inspection it can be ascertained that they are not the work of dwarfs, for this was the home of One-Eye the evil magic-user who is now long dead. In the ruins, however, live the only survivors from One-Eye's day, the elusive

Micemen

by Stephen Norledge

No. Appearing:	**10–50**
Armour Class:	**7**
Movement:	**12"**
Hit Dice:	**1D8-1**
Treasure:	**O, P**
Attack:	**Javelin + dagger**
Intelligence:	**Very**
Alignment:	**Lawful evil**
Monstermark:	**0.24 (level 1 in 12 levels)**

Only the older elves and halflings now remember the tale of how a brownie settlement was invaded by a hoard of orcs lead by Maihatahn, an evil wizard of immense power. The brownies were conquered and for the next 50 years they were forced into slavery, or, if they refused, killed slowly! Then, Maihatahn realized their potential as troops, so he started to cross-breed them with some of his stronger orcs. The result was this stronger, less magical brownie.

Maihatahn, of course, eventually died but the micemen, as they became known, survived. They now live deep in thick forests, remote canyons and dark caverns. They shun bright lights, have infravision 90' and will never fight in direct sunlight. They can tolerate overcast daylight. Their favourite method of attack is to silently surround their intended victim, and then strike noisily from behind, in the hope of scaring and directing them into some kind of trap, where the micemen can then kill their victims at their leisure.

They can speak orcish, goblin, hobgoblin, and brownie.

They hate brownies, sprites, sylphs and nymphs.

Some of One-Eye's treasure can still be found in the ruins along with a small, wooden bronze box bearing the name "Aurelius". Inside the box are 4 canine teeth from the *adult* gold dragon whose name is on the box. The teeth can be used to create

Dragon Warriors

by Tony Wilson

No. appearing:	**One per tooth (normally 1–4)**
Armour Class:	**See below**
Movement:	**6"**
Hit Dice:	**5D8+5**
Treasure:	**Nil**
Attack:	**By weapon type**
Alignment:	**Neutral**
Intelligence:	**Non-**
Monstermark:	**Variable (suggest level IX in 12 levels)**

Dragon warriors are created by crushing the teeth of a dragon and saying its name aloud. (An *identify* spell cast on a tooth will determine the dragon's name if this is not already known.) One warrior appears for each tooth.

The warriors cannot speak but will obey the commands of their creator unfailingly until they are either slain or dispelled. Dragon warriors last for only as many turns as the dragon whose teeth they came from had hit points per die (1–8 turns). They ►

have a strength of 18 (plus 1 to hit, plus 2 on damage) and normally use broad swords, attacking as 6th level fighters.

Naturally they are totally immune to attacks based on their "parent" dragon's breath weapon(s) (i.e. a red dragon warrior would be immune to all fire based attacks) as well as *sleep*, *charm* and *hold* spells. The warriors are clad in exceptionally complete scale armour, colour and armour class equating with that of their "parent" dragon. Note that hit points lost by a dragon warrior cannot be restored by means of a spell or a potion. Furthermore the warriors possess infravision.

When killed or dispelled, at the conclusion of their "time", they and their armour and weapons "disintegrate" into dust. Note, only the dragons four canine teeth are suitable for turning into warriors.

The teeth can also be used for forming a trap, by first saying the dragon's name, and not crushing the tooth. The warrior will then appear and attack the first person/creature to stand on, break or otherwise harm the tooth.

The western fork of the canyon ends beyond the ruins, leaving the eastern fork as the only location for the dwarf mining camp. Progress can be made easily along the canyon on either side of the river. Just around a bend in the canyon are mine shafts, two on each bank, and beyond them buildings can be seen on a rocky outcrop. In the mine entrances are squat dwarvish figures (one to each entrance). The guardians of the mines who patrol the entrances and the surrounding river banks

Grey Sqaargs

by Graham Head

No. Appearing:	**1**
Armour Class:	**-2**
Movement:	**6"**
Hit Dice:	**6**
Treasure:	**None**
Attack:	**Grapple**
Alignment:	**Neutral**
Intelligence:	**Non-**
Monstermark:	**Variable (suggest level VII in 12 levels)**

These very rare, squat humanoid automata were created long ago by a race of evil dwarves. A few of the sqaarg are still around, although the dwarves themselves died out long ago, taking the secret of the creature's construction with them. The sqaarg do not mate, but, similar to golems, they live for ever (or until killed!).

The sqaarg were intended as a purely defensive device for the dwarves' cave complex, and as such will not initiate a battle unless somebody tries to go past them (they will of course fight back if attacked.). The sqaarg always fights with a strength equal to the combined strength points of those fighting it including those using missiles against it. Thus, the more adventurers that it is fighting, the stronger it becomes. The sqaarg will not use weapons, but instead will try to grapple with its foes in order to incapacitate them. It will use its strength to kill only as a last resort if sorely pressed.

The sqaarg is a 5' tall, hairless neuter humanoid. Its low AC is explained by the fact that the dwarves made it out of solid stone!

The monster can have a maximum strength of 40, and 6th level fighter. It has 30% magic resistance. If, during the fight, the party withdraws to consider its position, the sqaarg will probably move off in the direction in which it was travelling when encountered.

Some sqaargs have a particular "beat" to which they were assigned when created. If the encounter occurs on the "beat", the sqaarg will always move towards the intruders until they have been driven from that particular area.

Beyond, is the dwarf mining camp, now crudely repaired and inhabited by. . .

Cyclops

by Albie Fiore

No. Appearing:	**2–20**
Armour Class:	**6**
Movement:	**12"**
Hit Dice:	**6D8**
Treasure:	**Individuals M(x10) D in lair**
Attack:	**2 claws, 1D6 each, 1 bite, 2D6, plus hypnotic stare**
Alignment:	**Chaotic evil**
Monstermark:	**240 (level VIII in 12 levels)**

Cyclops can be found in almost any terrain, including underground complexes. They habitually dwell in caves. They are frequently found in control of a group of orcs, gnolls, svarts, goblins or hobgoblins that they dominate because of their ferocity and strength. They are innate foes of humankind and continually raid villages for females and food.

If ten or more are encountered there is one who will be a leader type (7 hit dice and attacking at +2 to hit and +3 damage).

The cyclops' single eye affects victims as *hypnotic pattern* and any failing to save will stand immobilised for 6 melee rounds: the cyclops can only stare at one individual per melee round at a maximum range of 6", and each victim can only be 'stared' once.

If encountered in their lair, there will be an additional 20% young (3 hit dice, armour class 7, 3 attacks, 1–3/1–3/1–6, no *hypnotic stare).*

The cyclops' eye handicaps it in combat so that it strikes at -1. It similarly hurls missiles at -2 but it gains +2 on saves vs illusory magic.

Cyclops eat human flesh, though they prefer halfling, as well as gnomes, dwarves and elves. They dislike man-orc which they leave for scavengers. They will always attempt to capture any human females for purposes of reproduction (see below). Consequently in any lair, there will be 1–6 pregnant female humans, and a 10% chance of live prisoners being kept for food.

Cyclops speak their own language as well as that of orcs, gnolls, swarts, goblins, hobgoblin and ogre.

The cyclops is 9' tall. Its skin is a dull weathered tan, while its clumps of straggly hair are greenish black. It has powerful arms, clawed hands and a large, wide maw with which it can inflict horrendous bites. Its eye is a clear sea-green.

Hybrids: There are no female cyclops – possibly due to genetic deficiencies. They do, however, reproduce with human females which they have captured and will devour after childbirth. The children of this unholy union are cyclops (40%), human but with a single eye (30%) and normal (?) human (30%). Of these the normal human is devoured with the mother; the cyclops becomes one of the group; and the cyclopian human is cast out to fend for him/herself. These hybrids are usually above average strength and constitution although they suffer the same penalties in combat (except vs. dwarves and gnomes) as the cyclops. They also receive the cyclops' bonus against visual illusory spells. These half-breeds are believed to have established a hidden kingdom somewhere on a high plateau. They are known as Amiraspians, High Plainsmen or Griffon Riders, though little is known of them.

In the buildings, apart from the female prisoners, can be found enough platinum ore to satisfy the adventurers. From the camp another old path winds up steps to another crag where it stops, having crumbled away, but the crag can be easily traversed to link up with the other path.

Not much to comment on in what is really quite a straightforward collection of monsters, though the Grey Sqaarg could prove tricky to DM.

news

. . . *Metagaming,* a company renowned for its innovation, is at it again. Just released is their new MicroQuest **Treasure of the Silver Dragon,** and it can be played solitaire. It requires the use of **Melee** and **Wizard** for play as an adventure, but here the treasure is for real. Buried somewhere in the continental USA is a solid silver dragon weighing 27 ounces. Clues given to its location are to be found in the adventure, and the finder will also win $10,000 in cash. If nobody finds the dragon after five years, and this should interest British gamers, there will be a draw made which can be entered by sending the postcard enclosed in the box to *Metagaming.* Another new MicroGame is **Artifact,** a near future game of Lunar combat . . .

. . . *GDW* have announced the release a new Series 120 Game, **Asteroid.** A malfunction in the computer brain of the asteroid base means possible doom to the world of its creators. **Twilight's Peak** is to be **Traveller Adventure 3,** and is due late 1980 . . .

. . . *Judges Guild* have released **The Fantasy Cartographer's Field Book,** a bound collection of graph, quadrille and hex paper. **Portals of Torsh** is an **AD&D** adventure set on a "Lost World" type planet reached by a teleportal . . .

. . . *Yaquinto Publication's* Album Games are now out. **Swashbuckler** is a tavern-wrecking and ship-looting brawl between Musketeers and Pirates, and **Hero** is a game of unfair competition between three heroes vying for the hand of a fair princess hidden in the monster-infested labyrinth. **Shooting Stars** is their new boxed game dealing with ship-to-ship combat using a simple, simultaneous vector movement system . . .

. . . *Ral Partha* are trying to bridge the gap between boardgamers and figure gamers. They have released four boxed games and each contains dice, cardboard terrain counters, rules, and a number of figures. In **Final Frontier** and **Galactic Grenadiers** there are 40 15mm figures, whereas **Caverns Deep** and **Witch's Cauldron** contains 20 25mm figures. There is also a tray to protect the figures (which are of Ral Partha's usual excellent standard) and a painting guide. The rules allow skirmishes between the opposing factions contained in each box . . .

. . . *Dimension Six* have produced **The Compleat Fantasist,** a booklet of tables for converting characteristics of one set of fantasy role-playing rules to another. . .

. . . *Gameshop* are a new company with new ideas. **Hammer of Thor** is a boxed game based on Norse mythology. **Timelag** is a game of interstellar combat in which slower-than-light ships can be confronted by enemies from the past or future. . .

GAMES CLUBS

KENT/SOUTHEAST
The Hack and Slay Society
Games: D&D, AD&D, Runequest, Traveller, etc.
Time: Saturday afternoons, 2–6 pm
Place: Folkestone Old Town Hall
Comments: The club name says it all.
Contact: Adrian Coombs-Hoar, 88 Wood Avenue, Folkestone Tel: 0303-41842 *or* Mick Pearson, 90 Blackbull Road, Folkestone

TUNBRIDGE WELLS
Dark Tower Games Club
Activities: Club games, painting competitions, trade stands
Time: Every Saturday afternoon
Place: St. Barnabus Church Hall, St. James Road, Tunbridge Wells
Contact: Tunbridge 354370

TROON, AYRSHIRE
Cunningham Boardgames Club
Games: Boardgames, D&D, Wargames
Time: Sundays, 10:00 am – 5:00 pm
Place: Tory Rooms, 152 High Street, Irvine, Ayrshire
Contact: David McClay, 7 Carrick Road, Barassie, Troon, Ayrshire Tel: (0292) 313714

MID-GLOUCESTERSHIRE
Proposed Gaming Group
Games: AD&D and others
Time: As convenient
Place: Somewhere in Stroud, Glos.
Contact: J. Hodge, Wadham College, Oxford OX1 3PN Tel: 045-382 3750

CLASSIFIEDS

Monsters!
Over 450 monsters on file, from Trollcrusher, Beholder, Demonsblood, White Dwarf and others. Special select list of creatures available. Send SAE + 10p with your request to: Nicholas Clifton, 2 Child Pits Lane, Lilleshall, Newport, Salop TF10 9AR.

Wanted
White Dwarf 3 & 6, Illusionists' Vision 1, Underworld Oracle 2. Please contact Simon Billenness, 20, Winifred Road, Coulsdon, Surrey CR3 3JA. Tel: 01-660 8608.

Gangster
If you play Gangster and have a few old scenarios lying around, I would like to hear from you about your ideas and set-ups for scenarios. Contact: Peter King, 7, Oak Tree Close, Stanmore, Middx.

Wanted
The Dragon magazine, issues 1 and 2 to buy or borrow, excellent prices paid. Please contact Peter Smith, Kingswinford (0384) 270629.

Opponents/Exchange/Penfriends
For MilMod, Wargaming, Role-Playing Gamers and Collectors. For info about this fast-growing nationwide group of people, write to M.P.L. Contacts, 11 Old Town St., Plymouth, Devon. Send S.A.E. please.

Yet Another SF/FRP Magazine
If you've ever wondered why every fanzine's first issue features a pyramid dungeon, get *Dragonlords* - already hailed as 'the new Beholder'. Price 50p (+ 10p p&p) from Mike Lewis, 5 Yew Tree Close, Broadstairs, Kent.

Fantasy Convention – Tyne and Wear
Saturday October 18th, St. Bartholomews Church Hall, Station Road, Forest Hall, Newcastle-upon-Tyne. Near Benton Metro Station. 9.30 till 6.00. Fantasy, S/F and Wild West games for public participation, trade stands. Admission 50p.

Wanted
White Dwarf Nos. 1, 2, 4, 6, 7, 8, 9, 10, 11, 12 and 13. Prices negotiable. Ring any time or write to 24 Stamford Drive, Agarnook, Coalville, Leicestershire. Tel: Coalville 35251.

The Wanderer Issue Two
is out now: Marischal Subsector for Traveller; Mini-dungeon; new class for T&T; solo adventure for criminals!; fiction; art; reviews etc. Send 60p plus 10p postage to A. Kells, 50 Montgomery House, Claremont Road, Seaforth, Liverpool, L21 1AU.

Thorntons Model Specialists
Have a wide selection of adventure and science fiction games, also Citadel miniature figures. An S.A.E. will bring you details of our model club, which allows you discount of 10%. Membership free. Write to: Thorntons, 10 Albert Walk, Harborne, Birmingham.

Wanted
Tadric of Thellar a reknowned mage is looking for new spells, monsters and magic for his Tome of Wonders. Any contribution will be gratefully accepted. Please send your contributions to: Tome of Wonders, Box 2, White Dwarf, 1 Dalling Rd, London W6.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

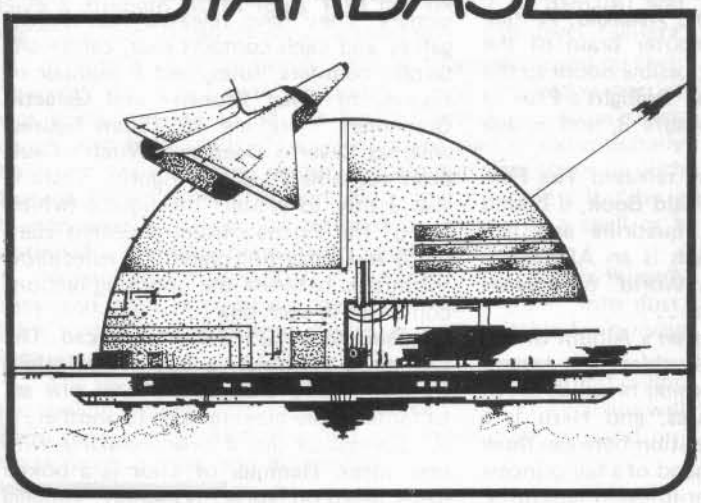
New D&D Player
Would like to get in touch with players or clubs in North or Central London. Contact Andy Olgivie, 49 Wellstead Avenue, Edmonton N9.

Games Clubs, N. London
Could anyone who knows of games clubs in the North London area contact: David Nicholson, 40 Oxford Gardens, Whetstone N20 9AG Tel: 01-446 0633. Interested in D&D, AD&D, Traveller, Gamma World, T&T, most board games.

Help!
16 year old player of D&D seeks other players in area for campaigns. Contact: Jason Taylor, 59 Eversley Road, South Benfleet, Essex. Tel: South Benfleet 54710.

Starship Troopers
Postal players wanted. Write to: T. Sallis, "Eureka", Arnott Avenue, Gorleston, Norfolk NR31 6ML. Please enclose SAE.

STARBASE



A regular *Traveller* feature by Bob McWilliams

his issue, I should like to define (by giving an example) the mini-situation, which will occasionally feature in *Starbase*. The idea is to provide a short basic framework for a *Traveller* playing session. A particular rationale is selected, but the situation should be flexible so that it may be restructured to suit the referee's campaign. Include notes on any special features or non-standard rules, but keep it brief. Dig up those favourite moments from your *Traveller* campaign and see your name in print!

THE LIFT

Any world of size 5+, atmosphere 4–9, hyd 4–8, TL 7+

Listlessly, Wheeler sipped automatically from the tall glass. Around him, the few patrons of the Kaldahar Autoserve conversed in muted voices, or picked indifferently at the food before them. Trust Kelly to pick a dump like this for a contact! The outer door hissed aside, allowing snow flurries and the deep sonic boom of a far-off electric storm to penetrate the canned Muzak typical of Autoserves everywhere, and with them a short, well-built man in a soiled grav jockey's one-piece.

Without even the most rudimentary attempt at a cover, the man came directly to Wheeler's table and sat with easy grace. "Name's Louth, Wheeler – you know, Louth Cybernetics? Kelly put the word in for you. A block down for expenses, ten blocks on delivery. Interested?"

Despite his lousy method, at least he had Wheeler's attention. "How far, what's the drop, and who's chasin' it, Louth?"

The man managed a smile – "Run's from here to Yumach, own transport. I believe you know your way around these parts?"

Wheeler looked disappointed. "Well enough to know not to try out on the Glazers in this weather. The Hausser you seen outside'll make Parun, no further. I'd need a 'rigger set minimum to even think of tacklin' them passes. Louth, your block ain't gonna buy that sort of layout. Wait fifty, sixty days for the snow to crust solid, tha's another story."

The smile lingered, "Okay Wheeler, I'll throw in the 'riggers –fitted at Parun. No sense in rousing curiosity in the locals."

"You still ain't said what needs moving and exactly who's curious, Louth."

He hesitated fractionally – "Well, the delivery is one small case, about five kilos. An entirely new type of sponge matrix – that's the main component of a robot's computer brain – about half the weight per unit program capacity of present designs. Bits of matrix packed in padding, that have to go to the Subsector capital for patenting. With that patent, the stuff's priceless. The opposition are of course certain business rivals, but they shouldn't bother you. Apart from the Parun excise boys – I know you can deal with them – I figure if even you are uncertain about getting through to Yumach now, so will they. They'll guess I'll wait for the snow crust, as you said, so it's go now before the weather breaks. And I'm coming with you. To supervise delivery."

"Well, it's your neck, but it looks like you got a deal."

Glossary Note: *Block* – Slang term for 1,000 credits.

Referees Notes: The basic objective of this situation is for Wheeler to get himself, Louth and his cargo to Yumach starport in his Hausser Snowmaster (a description of which follows these notes.

Terrain: (see accompanying map). The entire region is deep in the grip of winter, with snow covering all areas. The effects of gradients, roughness and varying snow conditions have been combined to produce three classes of difficulty in movement and event occurence. Expressways and roads are always Class 1 terrain regardless of surrounding conditions (but, see weather), but tracks are presumed buried and are for reference only. The *Terrain Table* gives movement rates per hour and the chances of an event (normally throw every other hour). *Endurance* is the relevant characteristic in determining the number of hours before a compulsory rest stop.

EVENTS TABLE

Throw one die on relevent table. General types of event are given; referee to determine detailed effect.

Foot/Skis	*Vehicle*
1 Exhaustion: immediate rest	1 Serious Breakdown
2 Lose Way	2 Direction equipment malfunction
3 Animal Encounter	3 Minor Breakdown
4 Equipment Lost	4 Minor Breakdown
5 Maelstrom	5 Maelstrom
6 Crevasse: 3km detour	6 Crevasse: 5km detour

Weather: Four types of weather in ascending order of severity are given. The weather starts overcast, and thereafter is thrown for every hour. Storms have the additional effect of turning roads and expressways into the surrounding terrain type until they can be cleared by snowplough. Maelstrom (see Events Tables) is a special form of storm so severe that no movement is possible.

WEATHER TABLE

Throw one die per hour.

	New Weather			
Present Weather	*Clear*	*Overcast*	*Poor*	*Storm*
Overcast	1	2–3	4–5	6
Poor	–	1–2	3–4	5–6
Storm	1	2	3–4	5–6
Movement Effect:	normal	normal	¾ speed	½ speed

TERRAIN TABLE

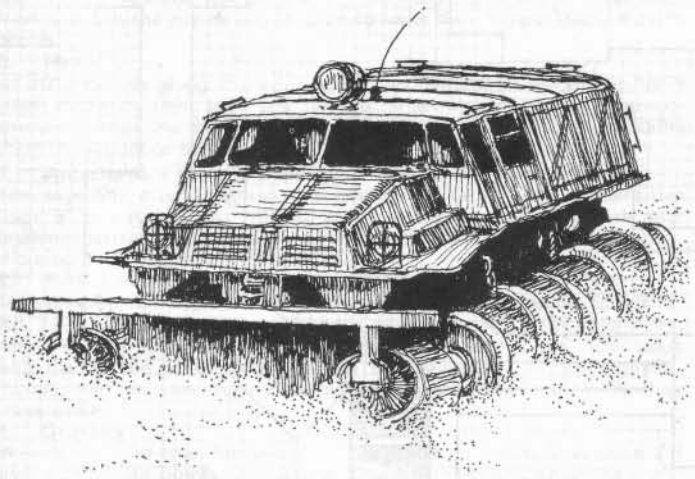
Distances are movement rates per hour. Foot travel assumes full winter clothing. The number in brackets is the throws (on two dice) per two hours for an event. Refer to Events Table if throw *failed.* **DMs:** *Foot/Skis:* Endurance 8+, +1; Endurance 10+, +2. *Vehicle:* Relevant vehicle skill -2, +1; skill -3, +2 and so on; Endurance 9+, +1.

	FOOT	*SKIS*	*SNOWMASTER*	*SM with RIGGERS*	*ACV*	*ATV*	*GROUND CAR*
Class 1	3km (9+)	6km (6+)	18km (6+)	15km (6+)	20km (8+)	10km (7+)	10km (9+)
Class 2	2km (8+)	5km (7+)	10km (7+)	12km (7+)	15km (9+)	5km (9+)	*not allowed*
Class 3	1km (9+)	3km (8+)	5km (9+)	8km (8+)	*not allowed*	*not allowed*	*not allowed*

Characters: Wheeler is a typical odd-job independent type who could be from any career background; skills should include at least Tracked Vehicle–3, Admin–1 and Bribery–1. Louth is a retired Merchant Officer who has started up in the computer business on his own. At least Computer–3 and Electronics–1 should be in his acquired skills.

On a single government world, an Excise section is maintained at Parun to monitor and levy regional taxes on trade goods. On a balkanized world, they perform the other usual functions of customs officers. At Parun, Louth's rivals should pick up some news of him, with a better chance the later he is. These rivals, represented by typical strong-arm types, may elect to chase after Wheeler in whatever transport is to hand or wait until they make the other side of the Glazers – Louth could fail to get that far anyway. Remember that no attacks are possible within the starport, which is classed as Imperial territory.

Further Situations: These notes and tables, and the map, provide basic winter weather rules and a suitable location for other types of winter situation.



HAUSSER SNOW MASTER

Snow Master *Tech Level:* 7 *Cost* Cr 30,000 *Weight:* 5 tonnes *Speed:* 25km/h in mud and marsh, 15 km/h in water, 35 kh/h on snow. *Payload:* 1 tonne, or ½ tonne with a 1½ tonne payload trailer in tow. Refuelling and general specifications are as for the *All-Terrain Vehicle (ATV),* of which it is a variety. Available with either a six-cylinder petrol engine for low tech worlds, or a rechargeable fuel cell for high tech worlds and ship's vehicle use. Cylindrical screw pontoons filled with expanded plastic foam enhance floatation of the amphibious hull, and propulsion in water and over snow is achieved by spiral blades on the pontoons. On snow, up to fifteen ski troops in full winter combat kit may be towed in place of a trailer.

Various optional extras (all Tech Level 7) are available:

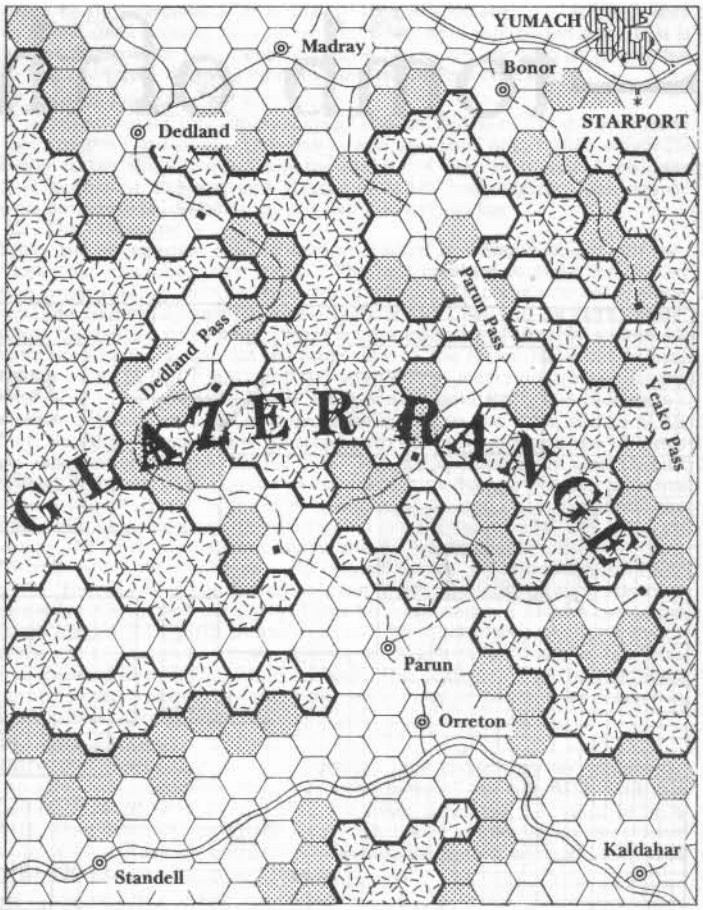
Ski Outriggers. Cr 3,000. Hydraulically damped outrigger set for particularly difficult snow or ice terrain.

1½ tonne Trailer. Cr 5,000. Covered amphibious trailer with bolt-on skis. If attached, reduces payload of main vehicle from 1 tonne to ½ tonne. Laden weight 2 tonnes.

Track Conversion. Cr 10,000. Set of tracks, bogies, mountings and power adaptors to convert to standard all terrain vehicle configuration. Takes about two hours (half this with suitable workshop facilities) to convert to or from pontoons. Class as a small ATV for movement purposes when tracks fitted.

Various other accessories are available, such as snow plough, snow blower, dozer blade, hydraulic loader arm and so on. It is up to the referee to determine costs of these if players require them.

Karl Hausser Fahrseugwerke GmbH, of Feri/Regina (0405–B384879–B) are the best-known producer of snow masters, having a high reputation for quality and long life. Due to this reputation, Hausser Snow Masters cost Cr 35,000, but gain a DM of -1 on breakdown throws, thus breaking down less frequently than other types.



KEY

=	Expressway
—	Road
---	Track
◎	Town
▪	Climber's Hut
	Impassable Terrain
	Class 3 Terrain
	Class 2 Terrain
	Class 1 Terrain

Scale 1 hex = 20 km.

D&D MINI-MODULE COMPETITION

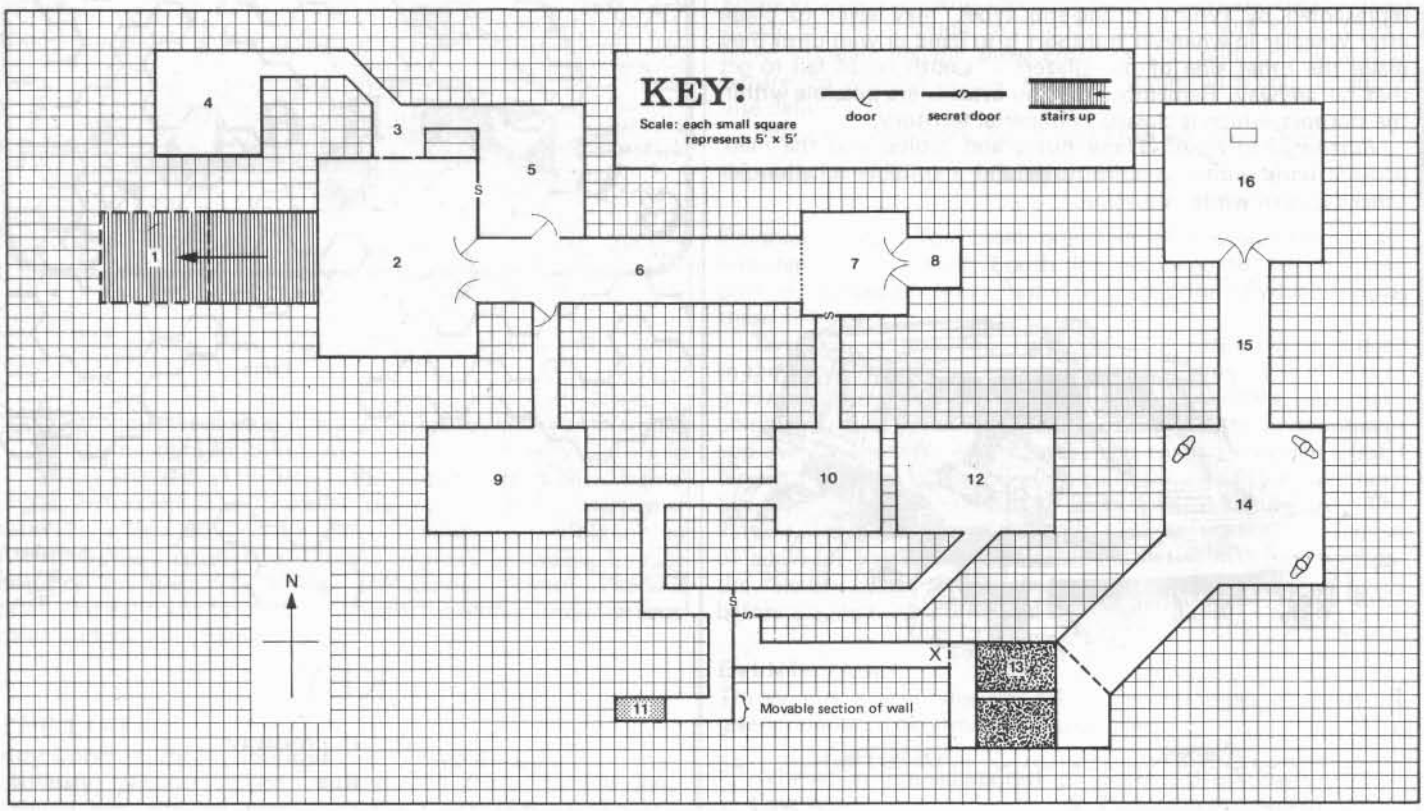
In issue 20 we announced details of our first *Fiend Factory Competition.* The response has been incredible, and we have had a hard time sorting through pages and pages of fly tribal statistics (winning entry to be published next issue). Being gluttons for punishment we are now announcing a *D&D Mini-Module Competition.* It should be presented in the usual *White Dwarf* format (see *Halls of Tizun Thane – White Dwarf 18),* and should have around 40 rooms/encounter areas. Preferably a central theme should run through the mini-module, e.g. an indigenous tribe, specific task, etc. The best entry will receive a prize of **The Fiend Folio** on its publication, kindly donated by *Games Workshop Ltd.* Entries should be sent to The Editor, *White Dwarf,* 1 Dalling Road, London W6 to arrive no later than 30th November 1980.

. . . .STOP PRESS . . . .STOP PRESS . . . .STOP PRESS . . . .

GAMES DAY '80

...Sid Sackson, world famous games inventor (Acquire, Sleuth, etc.) will be flying over to Games Day to promote Spear's new game, Focus..... Brent Nosworthy, head of Operational Studies Group, USA, will attend Games Day.....Games Workshop games: first delivery hopefully expected by Games Day. All games £6.95 each..... Shaun Fuller, figure artist and author of WD 'Magic Brush' article to give painting demo at Games Day.

—tomb of the maharaja—



by S. Hartley

An AD&D mini-module for 6–10 3rd and 4th level adventurers.

Background (for players and DM)

Many years ago, there lived a powerful and evil Maharaja. His Followers revered him almost as a God; and upon his death, he was interred inside a great tomb, where his followers guard his "holy" body, now the focal point of their religion, and from which they launch continual bandit raids.

A wealthy local merchant has hired the party to destroy the Maharaj's body, thus hopefully bringing down the religion and the Followers. Survivors will be paid 200 g.p. each, and may keep whatever loot they find except for the Maharaja's Crown, Orb and Sceptre – there is rumoured to be much loot in the tomb. The party is escorted by one of the merchant's agents to the entrance of the tomb in the dead of night; the agent wishes them luck in a whisper, then vanishes into the shadows. .

DM's Notes

1. MM denotes a monster from TSR's Monster Manual; DMG denotes an item from the TSR Dungeon Master's Guide.
2. Walls within the tomb are of smooth stonework.
3. All rooms and passages are 10' high.
4. All the men encountered in the tomb are Followers of the Maharaja. They wear chainmail when on patrol or guard duty, and carry shields and scimitars. Unless otherwise specified, they will behave in all respects as 1st level fighters.

Wandering Monsters

There is a 10% chance per turn within the complex of encountering a patrol. Then, roll a d6 to determine the nature and strength of the patrol. No other types of wandering monster will be encountered within the tomb.

d6	Type of Patrol
1	1–4 1st level fighters
2	2–8 1st level fighters
3	2–8 1st level fighters and one 3rd level fighter
4	2–8 1st level fighters and one 4th level magic-user
5	1–4 1st level fighters and 1–3 fire beetles
6	2–8 1st level fighters and 1–6 fire beetles

Fire beetles (MM) are AC4; 1d8+2; Att 2–8. They are mainly nocturnal, and glands near the eyes and abdomen give off a red glow, illuminating an area 10' in radius. This glow will persist for 1–6 days after the glands are removed from the body of a beetle.

KEY TO THE TOMB

1. Entrance Building

This building on the surface is where the party are led to. The huge brazen doors are not locked, but require 40 strength points to push open. Once inside, the adventurers will see stairs descending 80' into the darkness. On either side of the stairs, the walls bear frescoes showing a procession of creatures lining up to pay homage to a creature which cannot be seen owing to the fact that the procession goes off the end of the wall at the east end.

2. Antechamber

This room is empty – but entrants will be spied on from (3).

3. Guard Room

This room is continually manned by three 1st level fighters on guard duty. They are relieved by comrades every four hours. Tiny peepholes in the south wall allow them to watch any activity in (2). They will hear the party enter unless a *silence* or some such ploy has been used, and will immediately cease their game of dice and come over to the peepholes as quietly as they can to watch. Elves or half-elves in (2) may find these peepholes, having the same chance to do this as to find a secret door.

4. Guard Quarters

In here are 15 men (1st level fighters; hit points 5 X 4, 3 X 5, 2 X 6, 2 X 8) asleep on straw palliasses, watched over by three 3rd level fighters (hits 13, 15, 20) and a 4th level magic-user (his spells are: 1st level – *charm person, sleep, magic missile:* 2nd level – *web, stinking cloud)* with Intelligence 17 and 12 hit points. There will be some sort of guard watching over these rest of the band: roll a d20 – 1–15 indicates a 1st level fighter, 16–18 a 3rd level fighter, 19 or 20 the guards are asleep – dice again to see which kind they are. The guards will be armourless, but will have shield and scimitar; they will attempt to wake as many of the others as possible at the first sign of trouble. The magic-user will never be found on guard duty, but there is a 10% chance that some particularly difficult philosophical point is keeping him awake. Each of the fighters has chainmail, shield and scimitar close by him; there is no chance that they will be able to don their armour if assaulted, but if warned by the guards they will be able to pick up their shields and scimitars in time to join

battle with the intruders. Each 1st level fighter will have 2–8 g.p. in a purse, the 3rd level fighters each have 25 g.p., and the magic-user has a small sack containing his spellbook, material components and a gem worth 80 g.p.

Occasionally (10% chance per turn) those awake will leave to patrol the tomb.

5. Quarters

This room contains 16 1st level fighters (hit points: 2 X 1, 5 X 5, 4 X 6, 7, 8, 9, 2 X 10), 4 3rd level fighters (hit points: 14, 17, 19, 23), a 6th level magic user (his spells are: 1st level – *charm person, sleep, magic missile, shocking grasp,* 2nd level – *web, scare,* 3rd level – *slow, haste)* of 15 Intelligence and 14 hit points, and the leader of the Maharaja's Followers, who is a 5th level fighter with 18 (76) strength and 36 hit points. He is asleep, and near him are his personal armour and weapons: a suit of *+1 chainmail,* a *+2 shield* and a *+1 broadsword* (DMG). His strongbox, which he uses as a pillow, covered with a fur to soften it, contains 13 10 g.p. gems, 3 50 g.p. gems, and a jewelled drinking horn worth 200 g.p.

All the other occupants of the room, with the exception of 4 1st level fighters on guard duty (chosen at random from the ones in the room) will be asleep, near their weapons and armour as in (4). The personal treasure of the men present is also as stated for their comrades in (4), with the exception of the magic-user, who has 230 g.p. and a pair of loaded dice in his backpack as well as his spellbook and material components. There is a 5% chance he will be trying to play dice with the guards, otherwise he will be sleeping the sleep of the unjust. Like their friends in (4), the guards will attempt to wake their fellows if any trouble occurs.

6. Hall

At 10' intervals along the walls are set skulls, each of which has had a green continual light spell cast upon it. A secret panel in the northeast corner controls the trap bars and double doors in (7) and (8), enabling them to be reset or overridden.

7. Antechamber to False Tomb

Ten segments after the first person sets foot on the pressure-sensitive floor of this room, bars will fall down in the areas marked with dots (making retreat impossible) and the double doors to (8) will open, allowing its contents to leap forth.

8. False Tomb

This contains nothing apart from two giant spitting snakes (AC5, 4d8+2, Att 1–3 bite + poison or poisonous expectoration) (MM). Normally, when recently fed, they can be commanded by any of the magic-users who live in the tomb, being trained to obey them. At the moment, though, they are very hungry and will attack anything in (7) when they are released.

9. Quarters

In here are 9 1st level fighters (hits 3 X 3, 2 X 4, 2 X 5, 6, 7) and a 3rd level fighter (hit points: 20) with a *+1 sword* (DMG). One of them will be awake and on guard at all times; (roll a d10, on a 1 it is the 3rd level fighter). The rest are asleep. Treasure and intentions of these men are the same as those of the companions in (4).

10. Fire Beetle Lair

12 fire beetles (hits: 4, 5, 2 X 6, 6 X 7, 2 X 8) live in this room. Roll a d12 to see how many of them are active at the time they are discovered. Some of them may be absent, being taken out by a patrol. They are not generally hostile, as they have come to associate human beings with food since the followers of the Maharaja feed and look after them. Hidden amongst the filth on the floor is the treasure of the 3rd level fighters: 120 g.p., 217 s.p., 32 e.p., 19 p.p. and 7 10-g.p. gems.

11. Teleportal Trap

If anyone enters this section of corridor, the indicated section of the wall starts to slide westwards at a rate of 10' per segment, until those unable to dodge back around the corner are forced onto the shaded area. This is in fact a teleportal pad; stepping onto it causes the party to be *teleported* to (7), where the bars will be down and the double doors open.

12. Spike Trap

If anything enters this room, a *magic mouth* will say: "You have meant harm to the Lord of the Universe – and you shall pay!" upon which 20 metal spikes shoot forth from the middle of the north wall. Each does 2–7 points of damage, and attacks as a 5th level fighter. Man-size or smaller creatures can be hit by a maximum of 3 spikes.

13. Duel Chamber

When the adventurers reach the point marked X, a *magic mouth* will say: "Let your champion step forth!" The first creature to cross the dotted line is trapped; an invisible but strong barrier will come into being along the line, separating him from his companions. All will be dark inside, when suddenly a voice cries: "Here is your opponent." At this, a beam of light illuminates a man on the east side of the room. He is a 4th level fighter with 17 hit points and 16 strength; he wears no armour, but is AC9 due to his dexterity of 15. He bears a quarterstaff. The champion's armour and weapons will be *teleported* across to this man, and lie at his feet. Scorning to use them, he steps onto the beam crossing the 15' deep pit represented by the shaded area. The pit is filled with a myriad of spears. A quarterstaff appears at the feet of the hapless venturer who has been trapped. If the adventurer is reluctant to step onto the beam, the man will not advance; he will remain on the beam, and the floor on which the champion of the party stands will become unbearably hot, forcing him onto the beam. The magical barrier prevents missile fire or spells from harming the champion's opponent, stopping all such attempts at aid by the rest of the party. Once both persons are on the beam, the room becomes brightly illuminated and the duel begins. Anyone struck while on the beam must save against his dexterity on 1d20 or fall onto the spears below, taking 10d6 damage. The dotted line in the northeast corner of the room is a false wall, which can be lowered by a lever in the south wall, revealing (14).

14. Statue Room

When the room is entered, these statues (one in each corner, except by the false wall) animate and attack the party. They are AC2, 5d8, hit points: 3 X 26, Att 3–18. They are never surprised, but surprise on a 1–3; they will always attack last each melee round unless they have surprise. They are sculpted in the likeness of eastern warriors, and each has a 100-g.p. gem set in its forehead.

15. Antechamber

In here are a multitude of corpses – former enemies of the Maharaja. These bodies are in various states of decay; there is nothing of any worth on them, but each person inspecting them closely has a 50% chance of being attacked by 4–7 rot grubs (AC9, 1 hit point each, cause death in 1–3 turns unless burned off or *cure disease* is cast) (MM).

16. Tomb Chamber

The rectangle is a stone block on which rests the body of the Maharaja – now a mummy (AC3, 6d8+3, Att 1–12 + *fear + disease,* cannot be affected by *sleep, charm hold, cold,* normal weapons, poison or *paralysis,* magical weapons do ½ damage, takes damage from Holy water or flame) (MM), who will attack all intruders on sight. Scattered about the floor is the Maharaja's treasure: 20,000 s.p., 20,000 c.p., a scroll containing *geas, knock, fear* and *passwall,* and three locked chests. These are guarded by poisoned needles in the locks, and contain respectively the Maharaja's Crown (1,000 g.p.), Orb (500 g.p.), and Sceptre (500 g.p.); a *necklace of prayer beads,* and a pair of *wings of flying.* The stone block is set with 50 10-g.p. gems.

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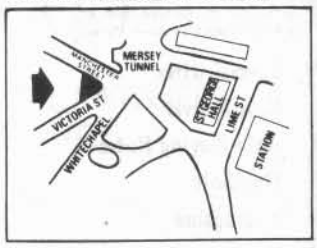

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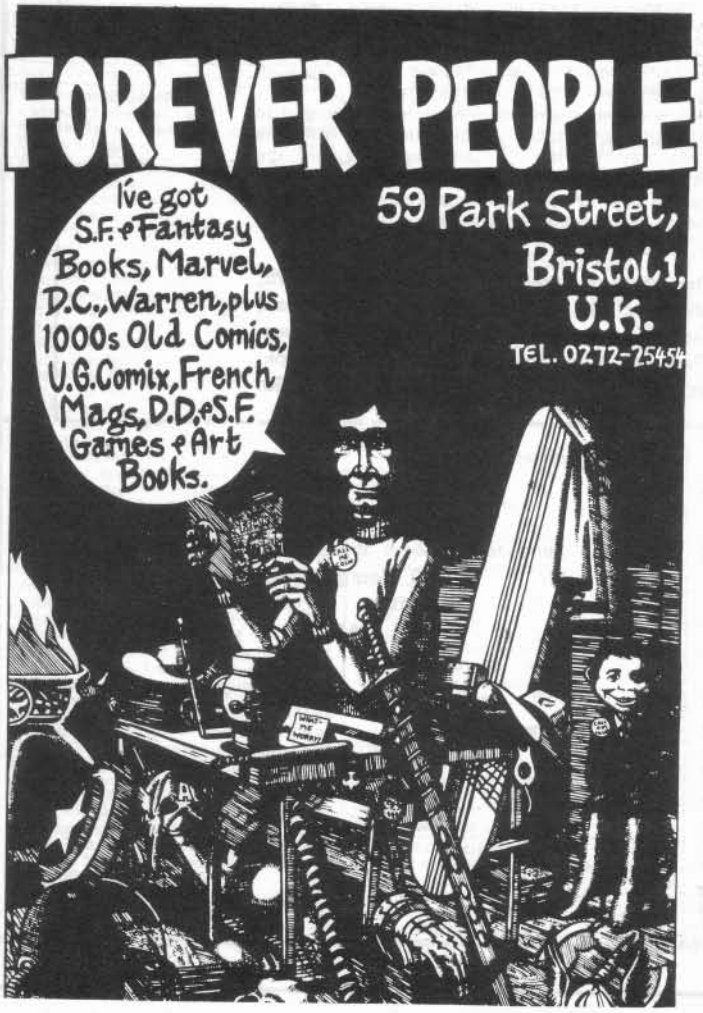

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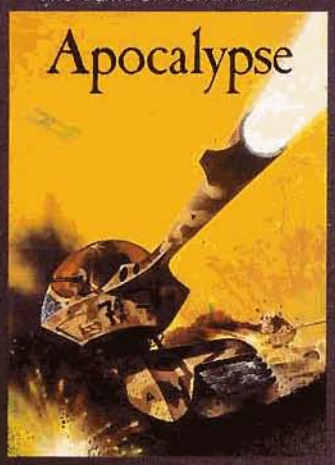

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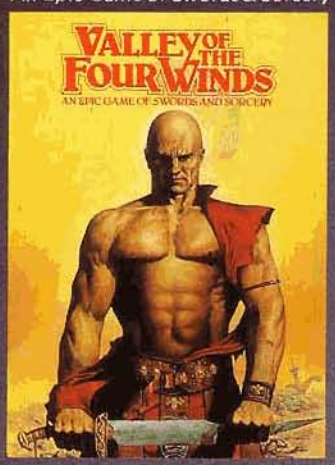

Valley of the Four Winds is a 2-player adventure game based on the story serialised in *White Dwarf* magazine. Set in a world of magic and monsters, it is a struggle between the forces of good and evil. Each player must seek the aid of independent forces to help destroy the other. Will Hero rid Farrondil of the Wind Demon, or will the skeletons overrun the city?

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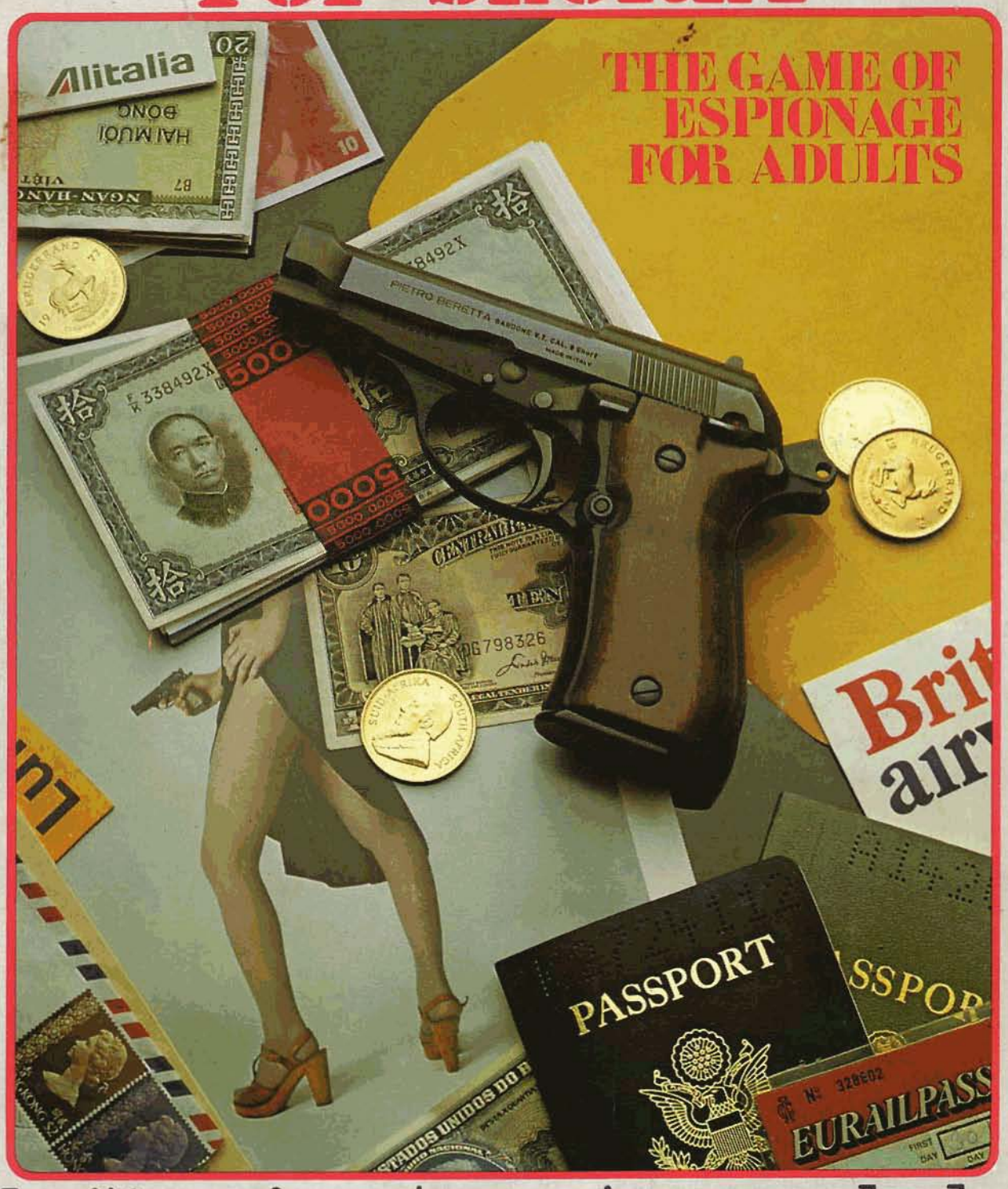

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